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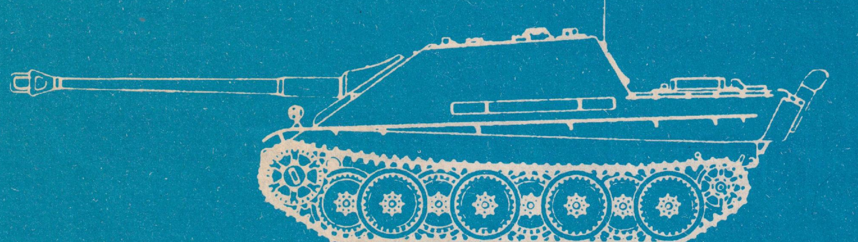

MAIL ORDER CATALOG

Autumn - 1999

MILITARY SIMULATIONS

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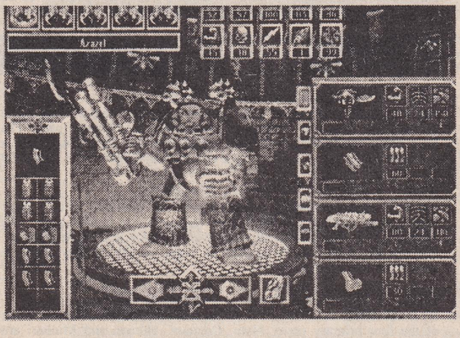
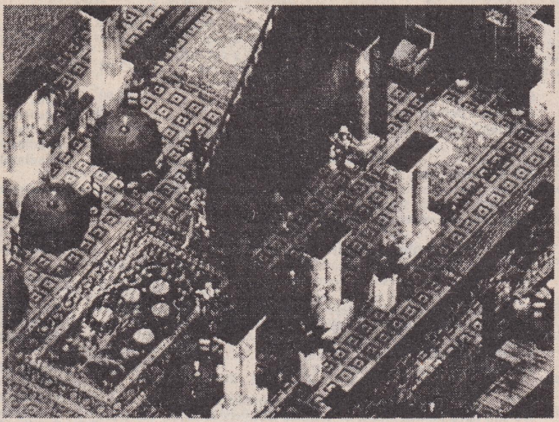
Warhammer 40,000 Chaos Gate Computer Game $50.00

Command a squad of up to 20 Ultramarine Space Marines and pursue the evil Chaos horde through the Warhammer 40,000 universe. This is a squad-level, turn based tactical game that pits you against Chaos Lord Zymran, in an attempt to unravel the mystery of an ancient relic. You can immediately play the campaign game with 15 scenarios, or can practice and gain experience for your squad by playing random missions. There are a total of 50 Space Marines to choose from, including Terminators, Assault Troops and Devastators. You can build your own missions with the Mission Editor. Command vehicles such as the Predator, Rhino, Land Speeder and Dreadnought. Marvel at the glorious 3D rendered weapon effects, including missile launchers, plasma guns, heavy flamers, lascannons, vortex grenades, and psyker combat. Supports multiplayer. *IBM requires: Pen 166, 32mbRAM, Win'95, 8spCD-ROM, 2mbSVGA.*



Baldur's Gate Advanced Dungeons & Dragons Computer Game $90.00

Baldur's Gate takes you back to the Forgotten Realms campaign setting using a *Diablo*-style game system. This is a huge game world with a multi-CD set filled with nearly 10,000 scrolling game scenes, all fully rendered in lush 16-bit SVGA graphics. Has a gripping non-linear adventure that spans seven chapters, with dozens of subplots that branch in and out of the main scenario. Your decisions affect subsequent chapters and the entire game world as a whole. The transparent interface can be modified to play in a turn based fashion if you desire. Explore hundreds of intricately rendered buildings and structures. Fight over 60 different types of monsters, view characters in exquisit detail, use over 100 spells, features real-time environmental effects such as rain, snow, lightning, fog, daylight and nightime; create your character from one of six races and 26 different professions, and guide a party of up to 5 characters. *IBM Requires: Pen 166, Win'95, 4spCD-ROM, 16bm RAM, 2mbSVGA.*



25 Years of Service

Military Simulations was established in 1974 and has been efficiently and reliably servicing gamers throughout Australia ever since. Orders are processed and shipped within 24 hours, except Eureka orders, which may take 1-2 weeks. Items out of stock at the time of ordering will be placed on back-order and sent to the customer as soon as it is available again - at no extra cost for postage.

The Show Room

Our well stocked showroom includes over 1,200 miniatures on display plus a huge range of wargames and roleplaying material. Customers are welcome to visit us, & gaming club members are entitled to a discount (with proof of membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and from 9.30am to 1.00pm on the first and third Saturdays of each month.

Gift Vouchers

We now offer Gift Vouchers. Just send us the money to the value of the voucher that you require, and we will send back the voucher to you.

Mil Sims Mid-Year Warehouse Sale

We are having our grand mid-year warehouse sale on Saturday, June 12th, from 8.30am - 12.00pm. Address is 14/136 Cochranes Road, Moorabbin. It's in the warehouse behind Mil Sims.

Credit Card Phone Orders Welcome

- ☎ Ring us between 8.30am and 4.30pm any weekday, tell us what you would like to order, and we'll tell you right there and then if it is in stock.
- ☎ If it is, quote your Bankcard/Mastercard/VISAcard number and we'll get your order off to you in 24 hours.

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If you pay extra to have your order sent via Ansett Express, orders to major cities will be delivered on the next working day. Delivery to country locations usually takes two working days. The charge is an extra $5.00 for each $120 value of that order. Cannot be delivered to PO Boxes or Mail Service addresses. All other orders will continue to be sent via our usual prompt courier or postal service.

Enquiries

Our phone service operates from 8.30am to 4.30pm Monday to Friday. Queries regarding new releases, prices, stock availability, or order status are welcome.

Second Hand Games

Tired of those un-used games lying around the house? Take advantage of our second hand service. Send us a list or bring them into the showroom, and our staff will make you a reasonable offer for any title *we are interested in*. We will give you credit vouchers or stock to the value that we offer for the item/s.

Collectable Trading Card Games

Color Code

- 🟧 New Item Now Available and in Stock
- 🟦 New Item Not Yet Released

Aliens Predator CCG

There are three Starter Deck types: Alien, Predator and Marine. Each deck is composed of 40+ fixed cards plus additional Uncommons and Rares. You can play any deck type against any other type. At the beginning of each game a scenario is chosen and each deck type has different goals. Predator's goal is to collect trophies…and the more equipment he starts with, the more trophies he has to win. The Aliens start the weakest and with very limited numbers…their goal is to infect hosts and grow and consume everyone. The Marine's goals include rescuing civilians, and exterminating hostile alien lifeforms. Terrain cards create customised battlefields. Initial scenarios are set on a starship and at an outpost. Strictly limited stocks at these prices.

Alien Starter Deck (60 cards + rules).......$18.00
Predator Starter Deck (60 cards + rules).......$18.00
Marine Starter Deck (60 cards + rules).......$18.00
AliensPredator Booster Pack (15 cards).......$6.00
AliensPredator Booster Display (540 cards).......$190.00

Babylon 5

PRE Narn Vs Centauri 2 Player Set

Has a 24 page introductory rule book with big text, two 50 card game decks, being Narn and Centauri, play mat, and one booster pack. The Narn are a reptilian race easily provoked to battle. The Centauri are a decadent people who rely on intrigue & underhanded politics.......$35.00

PRE Minbar Vs Earth 2 Player Set

Has a 24 page introductory rule book with big text, two 50 card game decks, being Minbar and Earth, play mat, and one booster pack. The Minbari are a highly spiritual races with superior military technology. Humans are newcomers to the galactic stage, yet already they occupy a central place in galactic politics.......$35.00

PRE Babylon 5 Premier (Limited) Edition

By Precedence, based on the very popular syndicated TV series. Each of the four primary races, Narn, Centauri, Human and Minbari are represented by different Starter Decks. They come with 50 fixed cards and 10 random ones, to ensure great play out-of-the box. The set consists of over 440 cards. To play, choose any point of view in the B5 universe and then create your own victory conditions via Agenda cards. For example, a player might choose an Agenda called *The Glory of the Old Republic*, which would emphasize scoring by increasing the dominance of the Centauri in the universe. Characters can also have personal Agendas which accelerate a player towards victory. For example, Sheridan would like to know what happened to his wife. In essence, B5 is a multi-level game involving politics, intrigue, and ship to ship combat. The unique gameplay faithfully recreates the series, emphasis is on politics, not on combat. And each race has a tension marker with each other race, and before you can go to war with someone, you need to increase the tension level through a number of minor aggressive events. Cards look great, too.
Babylon 5 Premier Starter Deck 60 cards, rules, dice.......$17.00
You can choose either Centauri, Earthforce, Minbari, or Narn.
Babylon 5 Starter Display 720 cards.......$183.00
Babylon 5 Booster Pack 8 cards.......$3.75
Babylon 5 Booster Display 192 cards.......$81.00

Limited *Shadows* Offer

For a limited time only, if you order three (3) displays of *The Shadows Boosters* for $243.00, you will receive one signed 'Lyta Empowered' card, signed by Patricia Tallman herself, of course. These cards are extremely rare and very valuable.

PRE The Shadows Limited Edition

Focuses on the second half of year 2 and all of year 3. Includes cards that represent the awesome destructive capability of Shadow and Vorlon capital ships, as well as various ships in the White Star Fleet. Has President Clark and Emperor Cartagia. A darker Londo Mollari will be presented, and 200 cards have been signed by Ed Wasser, ie, Morden. There are 200 new cards in the set.
The Shadows Booster Pack 12 cards.......$4.95
The Shadows Booster Display 216 cards.......$81.00

PRE Babylon 5 Deluxe Edition Boosters

We still have limited stocks of Limited Boosters in stock, but these Deluxe Ed Boosters are the "unlimited" boosters. These cards have fully revised and improved versions of the Premier Edition. Some cards signed by Claudia Christianson. Artwork has also been enhanced.
Babylon 5 Deluxe Booster Pack 8 cards.......$3.75
Babylon 5 Deluxe Booster Display 192 cards.......$81.00

PRE The Great War Limited Edition

A whole new expansion with 350 new cards. Has 2 new starter decks, new agendas for Vorlons and Shadows; etc. The rulebook is fully revised and the Starter Decks have Mark counters.
Non-aligned Starter Deck 60 cards, rules, markers.......$18.00
The Non-Aligned Worlds deck caters to playing any of the Non-aligned Worlds during the great war. You control all the Non-aligned Worlds as though they were one empire.
Opposing Factions Deck 60 cards, rules, markers.......$18.00
Provides all the cards necessary to retrofit any of the original 4 starter decks so that they can be played from the perspective of a homeworld based faction who are opposed to the aims of the ambassadors on B5. Eg, President Clark, Lord Reefa, etc.
Great War Starter Display 360 cards.......$95.00
The Great War Booster Pack 10 cards.......$5.00
The Great War Booster Display 200 cards.......$90.00

PRE Psi-Corps Limited Expansion *Due March.*

This new Limited Expansion adds a new level of conspiracy and intrigue to the B5 CCG. There are 150 new cards.
Psi-Corps Starter Deck 60 cards & rules.......$18.00
Every Starter Deck contains the Bester card. 50 cards are fixed, 10 cards are random.
Psi-Corps Starter Display 6 Decks with 360 cards.......$95.00
Psi-Corps Booster Pack 8 cards.......$3.50
Psi-Corps Booster Display 24 Packs with 192 cards.......$90

PRE Babylon 5 Masterpiece Collection *Due Feb.*

A limited edtion, small print-run boxed set, including an exclusive 6.5" Shadow Sentient action figure and 12 gold bordered rare cards, including Valen, Babylon 4, Sheridan Starkiller, Emperor Mollari. Also has a card jacket, certificate of authenticity, a reference poster depicting all of the cards in the B5 CCG.......$150.00

PRE The Official Guide to the Babylon 5 Collectable Card Game

200+ pages, illustrated with full color plates. Strategy tips, annotated rules, clarifications, text of all cards through to the Shadows.......$40.00

BattleTech

WIZ BattleTech Commander's Edition

Based on FASA's BattleTech boardgame, this trading card game roars to life with armored combat set in the 31st century. Cards feature individual BattleMechs, stars of armored infantry, regular infantry companies, legendary characters, etc! Includes cards from Unlimited Edition, Counterstrike, Mercenaries and Mechwarrior. There are over 300 cards in the set.
BattleTech Commander's Starter Deck 60 cards, rules, dice.......$16.00
This new edition introduces players' favorite factions from the BattleTech universe in eight preconstructed decks. Factions include Steiner, Kurita, Davion, and Comstar for the Innersphere, and the Smoke Jaguar, Ghost Bear, Wolf and Jade Falcon Clans. Each faction has its own strategy card only found in its deck. You can specify which deck you want, but if we've run out of one, we will supply one at random.
BattleTech Commander's Starter Display 480 cards.......$115.00
BattleTech Commander's Booster Pack 15 cards.......$4.50
BattleTech Commander's Booster Display 540 cards.......$150.00

Counterstrike Booster Pack 15 cards.......$2.75
Counterstrike Booster Display 540 cards.......$85.00
New Mechs and legendary personalities to the battlefield. Players can include the abilities of the universe's most powerful warriors, such as Adam Steiner and Ulrich Kerensky, and mechs such as Daishi Prime.
Mercenaries Booster Pack 15 cards.......$5.00
Mercenaries Booster Display 540 cards.......$162.00
The second expansion to *BattleTech* brings Mercenaries to the game.
Mechwarrior Booster Pack 15 cards.......$5.00
Mechwarrior Booster Display 540 cards.......$162.00
Mighty new mechs including Naginata and Pirahna, new mission and command cards, famous mechwarriors, 100 new cards. Great art.
Arsenal Booster Pack 15 cards.......$5.00
Arsenal Booster Display 540 cards.......$162.00
Introducing non-Mech ground troops, such as elementals, attack helicopters, tanks, hovercraft. New mechs, new mission cards, etc.
Crusade Booster Pack 15 cards.......$5.25
Crusade Booster Display 540 cards.......$165.00
The Innersphere sets its sights on the Smoke Jaguar clan. Features new mechs, new personalities, pivotal events from the storyline, and adds a new Clan – the Steel Vipers.
Payback Booster Pack 15 cards *Due Feb*.......$5.25
Payback Booster Display 540 cards *Due Feb*.......$165.00
Picks up where *Crusade* left off, concluding the storyline from FASA's *Twilight of the Clans* novel series. Expect more mechs and other new cards, approx 100 new cards.

Deadlands: Doomtown

FIV Deadlands: Doomtown

Based on PEG's popular roleplaying game. Players form outfits to seize control of Gammora, a wild, mostly lawless boomtown, that is booming in response to the discovery of a mother-load of ghost rock near by. You'll be working with hucksters, gunslingers, saloon girls, lawmen, villains, undead, and supernatural surprises. But others are attempting to control the town too! The first part has around 120 new cards.
Deadlands: Doomtown 1&2 Starter Deck 60 cards, rules.......$15.95
Deadlands: Doomtown 1&2 Booster Pack 15 cards.......$5.00
Deadlands: Doomtown 1&2 Combo Display 6 strs, 24 bstrs $199.00
Deadlands: Doomtown 1&2 Booster Display 720 cards.......$226.00

Deadlands: Doomtown # 3 Starter Deck 60 cards, rules.......$15.95
The Sweetrock Mining Co - they were already in Gomorra before the mother lode hit, and have got their claws in everything.
Deadlands: Doomtown # 3 Booster Pack 15 cards.......$5.00
Deadlands: Doomtown # 3 Combo Display 6 strs, 24 bstrs...$199.00

Deadlands: Doomtown # 4 Starter Deck 60 cards, rules.......$15.95
The Whateleys - The Whateley family showed up in the dead o'night and promptly started scarin' the pants outta the whole town.
Deadlands: Doomtown # 4 Booster Pack 15 cards.......$5.00
Deadlands: Doomtown # 4 Combo Display 6 strs, 24 bstrs...$199.00

Deadlands: Doomtown # 5 Starter Deck 60 cards, rules.......$15.95
The Sioux Union - they come from a dozen different Indian tribes, scattered all across the Weird West. They follow a vision of doom and redemption, prophesied by Joseph Eyes-Like-Rain.
Deadlands: Doomtown # 5 Booster Pack 15 cards.......$5.00
Deadlands: Doomtown # 5 Combo Display 6 strs, 24 bstrs...$199.00

Deadlands: Doomtown # 7 Starter Deck 60 cards, rules.......$15.95
The Texas Rangers. They are the Confederacy's hunters of the supernatural nasties roamin' the Weird West.
Deadlands: Doomtown # 7 Booster Pack 15 cards.......$5.00
Deadlands: Doomtown # 7 Combo Display 6 strs, 24 bstrs...$199.00

Deadlands: Doomtown # 8 Starter Deck 60 cards, rules.......$15.95
The Agency Starter Deck. These guys are the Union's division of supernatural demon hunters who hide in the shadows. and wait for any monsters to show themselves, then they strike fast and hard, and cover it all up neat and tidy. They don't care about ghostrock.
Deadlands: Doomtown # 8 Booster Pack 15 cards.......$5.00
Deadlands: Doomtown # 8 Combo Display 6 strs, 24 bstrs...$199.00

Deadlands: Doomtown # 9 Starter Deck 60 cards, rules.......$15.95
The Flock Starter Deck. An strange prophet calling himself Elijah has come in from the desert, preaching that the End Times are near. Many people have believed in his message, so now he has a flock.
Deadlands: Doomtown # 9 Booster Pack 15 cards.......$5.00
Deadlands: Doomtown # 9 Combo Display 6 strs, 24 bstrs...$199.00

Dune

FIV Dune: Eye of the Storm Limited Edition

By Five Rings Publishing. Based on the popular novels. Set amidst a rich backdrop of political intrigue and economic rivalry, players assume the roles of minor house nobles vying for admission to the Landsraad High Council. Includes over 300 cards, which are personas, holdings, events, resources and plans. You each play with 2 decks, an Imperial Deck and a House Deck. There are two playing fields, Player's Homeworld and Arrakis. Each Starter Display has two copies each of the six basic houses.
Dune Starter Deck 60 cards, rules, dice.......$15.00
Dune Starter Display 720 cards.......$160.00
Dune Booster Pack 15 cards.......$4.50
Dune Booster Display 540 cards.......$145.00

FIV Dune: Judge of the Change

Set in a galaxy-spanning far future empire dominated by noble families, secret societies, and intractable trade guilds, this game thrusts players into a maelstrom of shifting alliances and hidden agendas for wealth, status, and a set on the Landsraad High Council.
Dune: Judge Chapter 1 Starter Deck 60 cards, rules, dice.......$15.00
Spice Miners Guild. The men who mine the spice, a deadly operation due to the sand worms. But the profits are beyond imagination.
Dune: Judge Chapter 1 Booster Pack 15 cards.......$5.00
Dune: Judge Chapter 1 Combo Display 720 cards.......$190.00
Dune: Judge Chapter 2 Starter Deck 60 cards, rules, dice...$16.00
Water Sellers Union. Water is life. By this maxim all Arrakis lives or dies. All factions come to this Union for their survival.
Dune: Judge Chapter 2 Booster Deck 15 cards.......$5.50
Dune: Judge Chapter 2 Combo Display 720 cards.......$205.00
Dune: Judge Chapter 3 Starter Deck 60 cards, rules, dice.......$16.00
Smugglers. Outlaws, whose lives are fraught with peril. But with great risk comes great reward. Water. Coffee. Liquor. Spice.
Dune: Judge Chapter 3 Booster Pack 15 cards.......$5.50
Dune: Judge Chapter 3 Combo Display 720 cards.......$200.00

FIV Dune: Thunder at Twilight

Twilight in Arrakeen brings an hour of foreboding, an uneasy interlude charged by the impending fury of the storm. With Baron Harkonnen bent on revenge, artillery shells are sure to rain down soon.
Dune: Thunder Chapter 1 Starter Deck 60 cards, rules.......$16.00
Atreides. This house stands alone on Arrakis. It is beset on all sides by foes who seek to destroy it with politics, assassins, or war.
Dune: Thunder Chapter 1 Booster Pack 15 cards.......$5.50
Dune: Thunder Chapter 1 Combo Display 720 cards.......$200.00
Dune: Thunder Chapter 2 Starter Deck 60 cards, rules. $16.00
Harkonnen. Blood foes of House Atreides, they have gathered dark allies to their side and prepare to strike back.
Dune: Thunder Chapter 2 Booster Pack 15 cards.......$5.50
Dune: Thunder Chapter 2 Combo Display 720 cards.......$200.00
Dune: Thunder Chapter 3 Starter Deck 60 cards, rules.......$16.00
More details later.
Dune: Thunder Chapter 3 Booster Pack 15 cards.......$5.50
Dune: Thunder Chapter 3 Combo Display 720 cards.......$200.00

Hercules

WIZ Hercules: the Legendary Journeys

You assume the role of a warrior king or queen. Battling with other monarchs over the ancient lands, you command characters and use amazing actions to outwit your opponents and drive them from the battlefield. There are 180 cards in the set.
Hercules Starter Deck 45 cards, rules, dice.......$11.00
There are six types of Starter Decks: **Infiltrator** Sabotage your opponent's game with the aid of divine intervention and stealthy hunters. **Raiding Party** Attack with your warriors and beat down defenses. Then send in your hunters to finish the job. **Hit and Run** Harries your opponents with deadly archers and fast attackers while you stand behind fortified walls. **Fearless Band** Armed with fast attackers and crafty evasion tactics, you'll maneuver around defenses and sack the enemy. **Arrows & Antics** Loaded with fast attackers and persistant archers. **Art of War** Elevate your game with deadly warriors and cards designed to disable defenses. If we do not have the deck you order, we will substitute it with another one at random.
Hercules Starter Display 18 decks.......$178.00
Hercules Booster Pack 12 cards.......$4.50
Hercules Booster Display 540 cards.......$180.00

Highlander

THU Highlander: The Card Game

From the dawn of time they came, moving silently down through the centuries. Living many secret lives, struggling to reach the time of the Gathering, when the few who remain will battle to the last. In the end, there can be only one. Bring the swordplay and intrigue of the international hit television series to your table. Portray an Immortal from the show or create your own character. The winner takes his opponent's head, and with it his power.
Highlander Starter Deck 52 cards & rules.......$16.00
Highlander Starter Display 624 carsd.......$170.00
Highlander Booster Pack 15 cards.......$4.50
Highlander Booster Display 540 cards.......$145.00
Highlander Arms & Tactics Starter Deck 55 cards & rules.......$17.00
Highlander Arms & Tactics Starter Display 660 cards.......$180.00
Highlander Arms & Tactics Booster Pack 15 cards.......$5.00
Highlander Arms & Tactics Booster Display 420 cards.......$126.00
Highlander The Four Horsemen Booster Pack 15 cards.......$5.00
Highlander The Four Horsemen Booster Display 420 cards.......$126.00
Highlander Collector's Set.......$150.00

Legend of the Five Rings

FIV Battle Of Beiden Pass

Now sold out around the world. We have limited stocks only. The complete entry point into the excellent *Legend of the Five Rings* trading card game, set in medieval Japan, the day of samurai and ninja. This boxed set contains two ready to play starter decks, two Clan Strongholds, a step-by-step basic training guide to teach you the rules, and the complete large format rules.......$75.00

FIV Imperial Edition

The first release, now extremely rare and collectable, and costs a small fortune.
Imperial Starter Deck 60 cards.......$135.00
Every Deck has an ancestral sword in it.
Imperial Starter Display 720 cards.......$1500.00
Imperial Booster Packs 15 cards.......$23.00
Imperial Booster Display 540cards.......$800.00

FIV Legend of the Five Rings: Emerald Edition

Has absolutely stunning artwork, set in medieval Japan, with Japanese mythology. An ancient Empire is crumbling as its ruler battles with a mysterious wasting disease. Six clans, the traditional defenders of the Empire, have each announced their rightfull claim to an empty Emeral Throne. Many months have passed sicne the War for the Throne began. The once green and pleasant fields of Rokugan are now crimson from the blood of fallen samurai and burned black by the sorcerous fires of the magic wielding shugenja. While some Clans struggle to support the dying Emperor, others plan to overthrow him through treachery. And somewhere in the Empire, an ancient evil waits to be reborn, and prepares a revenge so diabolical that it may mean the destructions of the whole Emerald Empire. There are two decks each of six different Clans in each Starter Display

Legend of 5 Rings Emerald Starter Decks 60 cards + rules

○ **Lion Clan Deck** The Lion army under the leadership of Matsu Tsuke continues its relentless attack upon the Crane Clan. $20.00

○ **Crane Clan Deck** With only an army of Phoenix samurai defending Doji Palace, all seems lost for this Clan, yet they still control the political movements within Rokugan. But they also have allies: a small army of ronin and the Phoenix Clan. **$15.00**

○ **Unicorn Clan Deck** The Unicorn have continued to hold Beiden Pass, preventing any and all armies from moving through the crossroads of the Empire. Strong in magic and possessing the best Samurai cavalry in the Empire.. **$20.00**

○ **Dragon Clan Deck** Myterious and secretive, these warrior wizards are known for their shaved heads and tattooed bodies. Their armies fight under the ronin Toturi, although now masterless, the best general in the Empire.. **$15.00**

○ **Crab Clan Deck** These master warriors consider victory more important than honor. An army of Shadowlands creatures and madmen are waiting in the hills to the north for Crab's great leader, Hida Kisada, to advance together upon the ronin Toturi, leading the Dragon Clan's army. **$15.00**

○ **Phoenix Clan Deck** The masters of elemental magics. Their powerful sorcery compensates for weakness in battle. They have discovered powerful forbidden magic, but it is corrupting their masters one by one. **$15.00**

Legend of 5 Rings Emerald Starter Display 720 cards......... **$155.00**
Legend of 5 Rings Emerald Booster Packs 15 cards................ **$6.00**
Legend of 5 Rings Emerald Booster Display 540cards......... **$190.00**
There are over 300 different cards in the Emerald Edition. Our stocks of Emerald Edition are definitely limited.

FIV Legend of the Five Rings: Obsidian Edition

Basically a revamped and updated version of *Emerald* Edition. Each Starter Display contains two decks each of the six primary clans, but each Starter Deck contains a 60-card starter deck, a free 11-card Forbidden Knowledge booster pack, 20 color-coded glass stones, collector's checklist for your clan, and expanded rulebook.

Legend of 5 Rings Obsidian Starter Decks contains as above
○ **Lion Clan Deck** See description under Emerald Ed............. **$14.00**
○ **Crane Clan Deck** See description under Emerald Ed. **$14.00**
○ **Unicorn Clan Deck** See description under Emerald Ed........ **$14.00**
○ **Dragon Clan Deck** See description under Emerald Ed......... **$14.00**
○ **Crab Clan Deck** See description under Emerald Ed............ **$14.00**
○ **Phoenix Clan Deck** See description under Emerald Ed........ **$14.00**
Legend of 5 Rings Obsidian Starter Display 720 cards **$151.00**
Legend of 5 Rings Obsidian Booster Packs 15 cards **$3.75**
Legend of 5 Rings Obsidian Booster Display 540cards **$121.00**
There are over 300 different cards in the Obsidian Edition.

FIV Legend of the Five Rings: Jade Edition

Basically a revamped *Obsidian/Emerald* Edition. Has twelve different Starter Decks, as below:
Jade Edition Starter Deck.. **$17.00**
Each deck has 60 cards, a free booster pack, Clan Tokens, & rules. The twelve types of decks are: Phoenix Clan, Unicorn Clan, Lion Clan ($20), Dragon Clan, Crab Clan, Crane Clan, Mantis Clan, Brotherhood of Shinsei, Toturi's Army, Shadowlands, Naga, & Scorpion Clan ($20).
Jade Edition Starter Display 720 cards................................ **$183.00**
Jade Edition Booster Packs 15 cards.. **$4.75**
Jade Edition Booster Display 540 cards **$150.00**

FIV ShadowLands

Five months have passed since the war began, and there is no sign of peace. The Six Clans of the Emerald Empire have all paid the price for turning against each other. Armries of gibbering dead men march against the Clans gaining victory after victory, turning their victims into mad, mindless slaves. The only hope for the Empire lies in an ancient race of serpent folk known as the Naga.

○ **Naga Deck** The serpent folk. They have come to Rokugan for a single purpose, to stop the ShadowLands, even if it means the destruction of the Emerald Empire. But while the Clans turn their concern to their borders, another evil is brewing inside the Empire...Clan Scorpion.. **$14.00**

○ **Clan Scorpion Deck** This Clan is another evil brewing in the Empire. Thought to have been destroyed by the Emperor, Clan Scorpion has been gathering its strength and is ready to once again try to take the Emerald Throne.. **$20.00**

Shadowlands Starter Display 720 cards **$140.00**
There are over 150 different cards in Shadowlands.
Shadowlands Booster Packs 15 cards..................................... **$18.00**
Shadowlands Booster Display 36 packs............................. **$625.00**

FIV Forbidden Knowledge

Only a few recognize an ancient evil has awakened in the Shadowlands. The Clans are too busy fighting with each other, allowing an undead sorcerer to strengthen his army of gibbering madmen and zombies. The Crab fight a war on two fronts, the Crane is crippled by Scorpion; the Unicorns face the Shadowlands alone.
Forbidden Knowledge Booster Packs 11 cards....................... **$4.50**
Forbidden Knowledge Booster Display 506 cards **$180.00**
There are over 150 different cards in Forbidden Knowledge.

FIV Anvil of Despair

The Cranes make a desperate stand against the Shadowlands madmen; the Dragon Clan has retreated to the mountains; the Lion Clan defends the Emperor from the armies of the Crab Clan; etc. There are 6 decks each of 2 different Clans in each Starter Display, each deck having a random assortment of cards. 150 new cards in the set.

Anvil of Despair Starter Decks 60 cards + rules

○ **Junzo's Army** The undead shugenja, once known as Yogo Junzo, now commands the Emperor's armies, and his dark sorceries twist and corrupt the samurai into contorted mockeries of their former selves. Soon they will fight alongside the Shadowlands creatures. **$15.00**

○ **Toturi's Army** The Emperor's greatest tactician has returned, Toturi the Ronin. His army's armor and weapons are worn and tattered, but the samurai in his army burn with devotion **$12.00**

Anvil of Despair Starter Display 720 cards **$130.00**
Anvil of Despair Booster Packs 11 cards.................................. **$4.50**
Anvil of Despair Booster Display 506 cards **$180.00**
There are over 150 different cards in Anvil of Despair.

FIV Crimson & Jade

The Clans have finally realised their folly in fighting each other, instead of combining to fight the Shadowlands. But this realization may come too late. The Clans now gather their strength for a final showdown against Yogo Junzo leading the Shadowlands army, in service of the ancient master Fu Leng. But two new allies join the frey: the Shintao Monks and Yoritomo, the Mantis Champion, bringing a new army from the south. There are six decks each of two different Clans in each Starter Display, each deck having a random assortment of cards. 150 new cards in the set.

○ **Yoritomo's Alliance Deck** The minor clans have gathered under the banner of Yoritomo, the Mantis Clan Champion. His army is motivated by the chance to receive greatness and greed. **$27.00**

○ **Monk Clan Deck** Wishing peace, but being attacked by Junzo's evil minions, this Clan has joined the war. Armed only with their wisdom and ancient prophesies, this clan waits for the right time to face Fu Leng one last time **$27.00**

Crimson & Jade Booster Packs **$14.00**

FIV Time of the Void Limited Expansion

It is Rokugan's darkest hour. For two years, the War of the Clans has ravaged the Emerald Empire. Her mighty fortresses and majestic temples lie in ruin and her green fields are stained with the blood of fallen heroes. Descendants of the Empire's greatest heroes - the Seven Thunders - gather with their armies outside the fortress of ultimate evil...the Imperial Palace. This is the *final* chapter in the War of the Clans. It includes all Seven Thunder Personalities, the Last Black Scroll and Twelve "Conclusion Cards" that tell of the Seven Thunders last stand. *Our stocks are strictly limited.*

○ **Phoenix Clan Stronghold Deck** One Clan will fall...One by one, each of the elemental masters have become infected with the Shadowlands taint. The Master of Fire, mad-eyed and consumed with darkness, standing on the Imperial Palace walls, is ready to destroy his kinsmen... **$17.95**

○ **Crab Clan Stronghold Deck** One Clan will be redeemed...The mighty Crab Clan stands outside the Imperial Palace lead by Yakamo, the hero with a jade hand, preparing to assault the city. **$17.95**

Time of the Void Starter Display 720 cards.......................... **$194.00**
Time of the Void Booster Packs 11 cards.................................. **$8.00**
Time of the Void Booster Display 506 cards **$325.00**
There are over 200 different cards in **Time of the Void**.

FIV Scorpion Clan Coup Part I

Bayushi Shoju, Scorpion Daimyo, has discovered a secret too dire to hide, too powerful to ignore. He must lead his Clan against the Emperor himself, otherwise the Emperor will bring doom upon the land for a thousand years. 60 new cards.
Scorpion Clan Coup Starter Deck 60 cards + rules................. **$14.00**
Contains the Scorpion Starter Deck.
Scorpion Clan Coup Booster Packs 11 cards.......................... **$3.50**
Scorpion Clan Coup Combo Display 6 Str, 24 Bstr............. **$151.00**
Scorpion Clan Coup Booster Display 506 cards.................. **$145.00**

○ **Scorpion Clan Coup Part II** Bayushi Shoju has killed the Emperor and taken the throne. But everything is going wrong. The other clans have laid siege to the Imperial Palace, and Toturi, who should have been assassinated, suddenly turns up to lead the siege. There are 60 cards in this set, only available as Boosters.
Scorpion Clan Coup Part II Booster Packs 11 cards................ **$3.50**
Scorpion Clan Coup Part II Booster Display 506 cards....... **$145.00**

○ **Scorpion Clan Coup Part III** Now the self-proclaimed emperor, Bayushi Shoju sits on the throne while all the other clans bar the Crab assault the Imperial Capitol, hoping to remove him. Now Crab clan arrives, but will they stand with Bayushi and the Scorpion Clan?
Scorpion Clan Coup III Starter Deck 60 cards + rules **$4.00**
Contains the Lion Starter Deck.
Scorpion Clan Coup III Booster Packs 11 cards...................... **$1.00**
Scorpion Clan Coup III Combo Display 6 Str, 24 Bstr........... **$30.00**
Scorpion Clan Coup III Booster Display 506 cards................ **$30.00**

FIV The Hidden Emperor

Powers in the Rokugan Empire is dictated to some degree by the lands controlled by the Clans. With the sudden upheavel resulting from the return of Fu Leng and the end of the Hantei Dynasty, all the Clans struggle for control of not only their own borders but those of their neighbours as well. The various factions in Rokugan do not sleep easily, and when word arrives from the Imperial Palace that Toturi has vanished, the fragile peace forged by the Seven Thunders is cast into serious doubt. There will be nine releases of *The Hidden Emperor*, each containing around 60 new cards.
Hidden Emperor # 1 Starter Deck 60 cards + rules **$16.00**
The Naga (Heart of Shinomen Forest) Starter Deck. The ancient race of Naga stirs within the forests, hell bent on destroying the Dragon Clan. Soon they will climb the peak of Mirumoto mountain...
Hidden Emperor # 1 Booster Pack 8 cards................................ **$3.50**
Hidden Emperor # 1 Combo Display 6 Str, 36 Bstr............... **$180.00**
Hidden Emperor # 1 Booster Display 576 cards.................... **$210.00**

Hidden Emperor # 2 Starter Deck 60 cards + rules $16.00
The Dragon (Shiro Hitomi) Starter Deck. The last bastion of magic and myth, they struggle against waves of invaders, striking back with a fury that comes from a heart of madness. Hitomi is obsessed with the shadows of power that linger just within her reach.
Hidden Emperor # 2 Booster Pack 8 cards $3.50
Hidden Emperor # 2 Combo Display 6 Str, 36 Bstr $180.00
Hidden Emperor # 2 Booster Display 576 cards............ $210.00

Hidden Emperor # 3 Starter Deck 60 cards + rules **$16.00**
The Brotherhood (the House of Tao). Fleeing the scorched mountains of the Dragon Clan, a handful of refugees have found sanctuary within the Brotherhood's sacred walls. They can hide in safety, or strike back at the darkness that grips their former home in the north.
Hidden Emperor # 3 Booster Pack 8 cards............................... **$3.50**
Hidden Emperor # 3 Combo Display 6 Str, 36 Bstr.............. **$180.00**
Hidden Emperor # 3 Booster Display 576 cards.................. **$210.00**

Hidden Emperor # 4 Starter Deck 60 cards + rules $16.00
Unicorn (The Otaku Palaces) Starter Deck. For 300 years those of the Unicorn have been called outcasts and strangers. Now their daimyo has left them and ridden out on a quest of personal vengeance. Yet the Unicorn still try to maintain the peace of the Empire.
Hidden Emperor # 4 Booster Pack 8 cards........................... $3.50
Hidden Emperor # 4 Combo Display 6 Str, 36 Bstr $180.00
Hidden Emperor # 4 Booster Display 576 cards $210.00

Hidden Emperor # 5 Starter Deck 60 cards + rules *Due Nov*.. **$16.00**
Hidden Emperor # 5 Booster Pack 8 cards *Due Nov*................. **$3.50**
Hidden Emperor # 5 Combo Display 6 Str, 36 Bstr *Nov*....... **$180.00**
Hidden Emperor # 5 Booster Display 576 cards *Nov*............ **$210.00**
Mantis (Kyuden Yoritomo) Starter Deck. Led by Yoritomo, the Alliance is forging a new house to lead the Empire into its new age. But now they must choose between duty and power. And with the encroaching darkness, they may be the last hope for unity.

Hidden Emperor # 6 Starter Deck 60 cards + rules.............$16.00
Hidden Emperor # 6 Booster Pack 8 cards $3.50
Hidden Emperor # 6 Combo Display 6 Str, 36 Bstr $180.00
Hidden Emperor # 6 Booster Display 576 cards................. $210.00
Crane (Iron Fortress of the Daidoji) Starter Deck. No longer the courtiers and peacemakers, now the Crane Clan, lead by the bold Doji Kuwanan turns a blind eye to prophecy and the New Tao, sacrificing their honor to save their Empire.

Hidden Emperor Storms of War Starter Deck *Due Feb '99*... **$16.00**
At last WOTC are ditching the rolling thunder monthly releases. This is the final three chapters of Hiden Emperor all rolled into one. This is a 150 card set which concludes the Hidden Emperor storyline. There are 3 different Starter Decks, more details later.
Hidden Emperor Storms of War Bstr Pack 8 cards *Feb '99*..... **$3.50**
Hidden Emperor Storms of War Starter Display *Feb '99*.... **$170.00**
Hidden Emperor Storms of War Booster Display *Feb '99*... **$210.00**

Special Edition Five Rings Score Counters
These are beautiful 75mm round scoring disks, with 24ct gold detailing. Each contains a Clan disk, plus a lower disk with numbers on it. You also don't need a lower disk for each upper clan disk, if you will only use one at a time. So you can buy additional upper clan disks for less price. (You must buy at least one complete item).The types of disk are:
Complete Disks with Upper and Lower Parts................. **$32.00 ea**
You can choose either: Crab, Crane, Scorpion, Unicorn, Mantis, Five Rings, Dragon, Shadowlands, Naga, Lion, Ronin, Phoenix, Brotherhood. (If you buy simply the upper disk of the above, price is $20.00 ea) Imperial Favor - $13.00 (can't use lower disk)

Legend of the Burning Sands

FIV Shadow of the Tyrant

The Scorpion Clan has been exiled from the Emerald Empire and Bayushi Kachiko leads her people into the blasted desert known as the Burning Sands. But her army is decimated by the Senpet legions, who enslave the survivors and take her hostage. However, she was already expected...Instead of being set in mythic Japan, this non-compatible off-shoot is set in a Dark Arabia, with its own dreams and nightmares. Players represent one of three different factions that vie for control of the City of 1000 Stories. This first release contains 153 new limited edition cards, with stunning artwork. There are 3 Starter Decks:
Shadow of the Tyrant Senpet Starter Deck 60 cards + rules.. **$16.00**
An ancient civilization similar to the ancient Egyptians. They have been forced to insinuate themselves into the city.
Shadow of the Tyrant Moto Starter Deck 60 cards + rules **$16.00**
A nomadic tribe of horsemen who haunt the wastes beyond the city. They survive by raiding caravans and extracting tribute from the Senpet and Ivory Kingdoms.
Shadow of Tyrant Assassins Starter Deck 60 cards + rules **$16.00**
The former lords of the City, dispossessed long ago. They have been cursed, which warps every male member of their family. So the women have donned the black robes and taken up the weapons of assassins, to plot their return to power.
Shadow of the Tyrant Starter Display 720 cards + rules **$165.00**
Shadow of the Tyrant Booster Pack 11 cards **$4.50**
Shadow of the Tyrant Booster Display 528 cards................ **$185.00**

FIV Secrets and Lies

A story of secrets and lies, of forbidden magic, an ancient race, of forgiveness and revenge, the Senpet have found one piece of four of an ancient puzzle, the leadership of Moto has changed, Selqet watches in chains... This second release contains 153 new limited edition cards, with stunning artwork. There are 2 Starter Decks:
Secrets & Lies Ashalan Starter Deck 60 cards + rules............ **$16.00**
Hidden deep under the city along the shores of a subterranean lake, the immortal Ashalan delve into ancient magics and look for four ancient artifacts. Their terrible secrets threaten the entire city above...
Secrets & Lies Qabal Starter Deck 60 cards + rules **$16.00**
Led by a renegade Senpet priest, the Qabal study the forbidden arts in hopes of finding a way to bind the Khadi, heartless mages of the Caliph, and to bring down the Caliph herself.
Secrets and Lies Starter Display 720 cards + rules **$165.00**
Secrets and Lies Booster Pack 11 cards **$4.50**
Secrets and Lies Booster Display 528 cards **$185.00**

FIV Black Hand, Black Heart

As the world braces for the Awakening, a secret war for the lost souls of Medinat al-Salaam is being waged. Now, eternal enemies have been swept up in the ancient struggle for control of the city. There are 2 Starter Decks:
BHBH Jackals Starter Deck 60 cards + rules.......................... **$16.00**
The black hearted Jackals defy morality and their purpose defies comprehension. They barter the lives of men for secrets none should ever learn. They smother the dreams of everyone they touch.
BHBH Ebonite Starter Deck 60 cards + rules **$16.00**
The Ebonites mistakenly released a black force into the world hundreds of years ago, and even now continue to hunt down the evil in its various forms, attempting to right the wrong they caused.
Secrets and Lies Starter Display 720 cards + rules **$165.00**
Secrets and Lies Booster Pack 11 cards **$4.50**
Secrets and Lies Booster Display 528 cards......................... **$185.00**

FIV Blood and Ivory *Due March*

Contains 150 new cards in three levels of rarity. Has three Starter Decks. More details later.
Ivory Kingdoms Starter Deck 60 cards + rules **$16.00**
Yodatai Starter Deck 60 cards + rules....................................... **$16.00**
Ra'shari Starter Deck 60 cards + rules...................................... **$16.00**
Blood & Ivory Starter Display 720 cards + rules **$165.00**
Blood & Ivory Booster Pack 11 cards **$4.50**
Blood & Ivory Booster Display 528 cards............................. **$185.00**

Magic: the Gathering

WIZ Portal: Second Age

For customers who want to continue playing Portal-level Magic. This is a new themed version of Portal with 165 cards, all new art. Available in several formats:
Portal Second Age Age Game.. **$15.00**
2 x 30 card preconstructed decks, two playmats, play guide, rulebook, 15 card booster.
P2nd Age Pre-constructed Starter Deck (40 cards) 5 kinds.... **$11.00**
The 5 types of Preconstructed Decks are: Nature's Assault (marshals the forces of nature), Spellweaver (brings powerful magic to your hand), Goblin Fire (beats your opponent with a pack of wild creatures and firepower to burn through defenses), Martial Law (you overrun your opponent with a small army of fast, white creatures), and Nightstalkers (hammer your opponentwith discard effects and creature destruction.) **Pre-constructed Starter Deck Display**............. **$148.00**
Portal 2nd Age Booster Pack 15 cards.. **$4.75**
Portal 2nd Age Booster Display 540cards............................ **$150.00**
Portal 2nd Age Gift Box 2x30 card preconstructed decks, playguide, rulebook, playmats, two 15 card boosters, 2 beads, etc. **$20.00**

WIZ Magic: 4th Edition

Magic 4th Edition is out of print now, but we were able to dig some up from somewhere. The attraction with these 4th Edition Starters and Boosters is that there are a number of cards, including rares, that you cannot get anymore. Our stocks are strictly limited, so first come, first serve.
Magic 4th Ed Starter Deck 60 cards & rules........................... **$16.00**
Magic 4th Ed Starter Display 600 cards............................... **$133.00**
Magic 4th Ed Booster Pack 15 cards.. **$8.00**
Magic 4th Ed Booster Display 540cards **$250.00**

Magic 5th Ed Trading Card Game for 2 Players **$18.00**
A bridge product for someone who wants to move from *Portal* to the more advanced rules and game play strategies found in Fifth Edition. has two 30 card preconstructed decks, larger size rulebook, guidebook, one 15card booster pack.

WIZ Magic: 5th Edition

Now in its 5th Edition, Magic: The Gathering is still the hottest game and set of collectable trading cards all around the world. It is published by Wizards of the Coast. To play, two players shuffle and cut each others decks, the top card of the cut becomes that player's Ante. Seven cards are dealt, the remainder form the Library, from which cards are drawn - discards go into the Graveyard. Each player has 20 Life Points, and the winner is the first to reduce his opponent to 0. The looser forfeits the Ante. The rationale of the game is that you and your opponent are mighty sorcerers and are fighting a duel in another dimension. In the beginning nothing exists in the dimension, and everything must be drawn into it by a Spell card. Spells are cast using Mana, which comes from land cards. Creatures are also called forth to do battle against the opponent.

Magic 5th Ed Starter Deck 60 cards + rules $13.95
Starter Deck Display 720cards........ $150.00
This new edition contains over 400 cards selected from Fourth Edition, Ice Age, Fallen Empires, Homelands and Chronicles. Nearly half the cards are from sets other than Fourth Edition. Features new art on almost half the cards by 50 new artists.
Magic: 5th Edition Booster Pack 15 cards $4.75
Magic: 5th Edition Booster Pack Display 540 cards $150.00

Magic: The Dark Booster Pack 8 cards $12.00
The Dark Display 480 cards $650.00
The value on these limited edition black border cards is continuing to rise. Our stocks are limited, so please get your order in quickly. There are over 100 new cards in the series.
Magic: Fallen Empires Booster Pack 8 cards $3.00
Fallen Emp Display 480 cards $120.00
In the southern oceans of Dominia Prime lay a continent of great kingdoms. But as the climate changed, resources dwindled and empires crumbled. Hideous new species arose in the forests and seas, forcing the Sarpadians to fight for their very survival; Icatian towns mustered Phalanxes to defend themselves from orc raiders and the misbegotten spawn of uncontrolled black magic.
Magic: Chronicles Booster Pack 12 cards $6.00
Chronicles Display 540 cards $190.00
This includes a random assortment of cards from Arabian Nights, Antiquities, Legends, and The Dark. The Legends cards are the most prominent in the mix, and only a proportion of each type will be re-released in this booster pack display. These cards have white borders.
Homelands Booster Pack 8 cards........ $3.00
Homelands Booster Pack (480 cards)........ $150.00
Hidden away by a mysterious wizard for generations, the forgotten world of Homelands awaits discovery. Revealed within are many peoples, cultures, and creatures in a realm of complex allegiances and sinister plots.
Magic: Visions Booster pack 15 cards........ $7.00
Magic: Visions Booster Display 540 cards........ $220.00
Over 160 new cards that can be played with Magic, Ice Age or Mirage. Contains more cards featuring flanking and phasing rules, a new game mechanic to challenge even veteran players, exotic, new original art.
Magic: Weatherlight Booster pack 15 cards........ $4.75
Magic: Weatherlight Booster Display 540 cards........ $150.00
A limited black border expansin with over 160 new cards that can be played with Magic, Ice Age or Mirage.

WIZ Magic: Ice Age

Ice Age can be played by itself as a stand-alone game, or used as a standard expansion for Magic the Gathering. It has been many centuries since the war between Urza and Mishra. The battered landscape has become a frozen desert, and the creatures of the world of Dominaria struggle for survival. One society has risen out of the cold chaos, defending itself against both the brutal forces of nature and the attacks of nomadic tribes that have emerged in the surrounding wastelands. And through it all, a twisted necromancer flourishes in deep winter, intent on using his powers to keep the world dark and cold.
Ice Age Starter Deck 60 cards + rules........ $15.95
Starter Display (600 cards)........ $144.00
Ice Age Booster Pack 15 cards........ $4.75
Booster Display (540 cards)........ $150.00
Alliances Booster Pack 12 cards........ $6.00
Alliances Display (540 cards)........ $190.00
As the Ice Age recedes, Dominaria wakes from its long, cold sleep. Its people face a world torn by natural and political storms, and they must now join forces if they are to survive the coming years. For Dominaria, it is a season of struggle, an era of hope, and a time for new alliances. This expansion features around 110 new cards, which can be used in either Magic or Ice Age games.

WIZ Magic: Mirage

An expansion like Ice Age that can be played with Magic or played by itself. It is set in the tropical setting of Jamuraa, on the equator of Dominaria. Teferi's Isle, off the coast of Jamuraa, disappears after a wizard's time experiment goes wrong, and more than 100 years later the island reappears. And its inhabitants are horrified by the unrest that has erupted in the land while they've been gone, and war soon breaks out. There are over 300 new cards in the set, including new rules variants. The artwork is a definate improvement over previous Magic releases.
Mirage Starter Deck 60 cards + rules........ $14.95
Mirage Starter Display (720 cards)........ $150.00
Mirage Booster Pack (15 cards)........ $4.95
Mirage Booster Display (540 cards)........ $150.00

WIZ Magic: Tempest

The flying ship *Weatherlight* has left the light of Dominaria for the shadow plane of Rath in an attempt to rescue Captain Sisay. There, Gerrard and his crew are challenged by Volrath's ship *Predator*, and they encounter wild new forces of magic as they strive to reach Volrath's Citadel. An expansion with 300 new cards that can be played with Magic or played by itself. Designed for experienced players. The most anticipated card is *Time Warp*, a sorcery costing 3UU, that gives you an extra turn. Also has Shadow creatures and Slivers. Shadows can only block or be blocked by Shadows, and Slivers have effects that give a bonus to all Slivers in play.
Tempest Starter Deck 60 cards + rules........ $14.95
Tempest Starter Display (720 cards)........ $150.00
Tempest Booster Pack (15 cards)........ $5.00
Tempest Booster Display (540 cards)........ $150.00

WIZ Magic: Stronghold

Gerrard of the Weatherlight leads the rescue team into the heart of Rath-Evincar Volrath's citadel. There, they hope to find and free Sisay, but Volrath's lair is a maze of risks and confrontations. High in Volrath's Dream Halls, where the Evincar's dreams and nightmares gain substance and eternal life, Gerrard finally comes face to face with Volrath.
Stronghold Pre-constructed Starter Deck 60 cards + rules..... $15.50
There are four types: The Sparkler, Migraine, Call of the Kor, and The Spikes. Each has 3 rare, 9 uncommon & 48 command & land. Each Stronghold Pre-constructed deck is built to maximise the strength of Stronghold cards.
Stronghold Starter Display (720 cards)........ $155.00
Stronghold Booster Pack (15 cards)........ $5.00
Stronghold Booster Display (540 cards)........ $150.00

WIZ Magic: Exodus

As Gerrard and his party battle in the heart of Volrath's stronghold, the rest of the crew of the Weatherlight are forced to battle the deadly flagship of the evincar's army, the Predator. At the same time, the combined armies of the Kor, Vec, and Dal, the oppressed people of Rath, reach the Stronghold's gate and lay siege. Meanwhile, a traitor prepares to lead Gerrard into a deadly trap...
Exodus Pre-constructed Starter Deck 60 cards + rules........ $15.00
Exodus Starter Display (720 cards)........ $150.00
Exodus Booster Pack (15 cards)........ $5.00
Exodus Booster Display (540 cards)........ $150.00

WIZ Magic: Urza's Saga

Ushers in a new chapter in the epic *Magic* story. From the fires of Shiv to the darkness of Phyrexia, Urza seeks one thing: revenge. The power of the planes comes to your game with cycling, echo and other new concepts. Can you played alone or with other *Magic* sets. Over 300 new cards.
Urza's Saga Preconstructed Starter Decks 60 cards + rules... $16.00
There are four types: The Plague (a black and white deck that uses the power of pestilence), Special Delivery (with new echo creatures, you get your red and green nasties on the table faster than ever), Sleeper (a white creature deck that awakens) and Tombstone (a black and blue deck with reanimation cards and cycling cards for options). You may choose which deck you want, but if we run out of that one, we will supply another at random.
Urza's Saga Random Starter Deck 75 cards + rules........ $16.00
Urza's Saga Random Starter Display (900 cards)........ $160.00
Urza's Saga Booster Pack (15 cards)........ $5.00
Urza's Saga Booster Display (540 cards)........ $150.00

WIZ Magic: Urza's Legacy *On sale February 15th*

In this follow-up to the Urza's Saga set, the obsessed planeswalker continues his quest across Dominaria for artifacts capable of holding off the Phyrexian invasion. The Yavimaya forest reluctantly provides the seed to grow a flying ship which, along with the artifacts, are to become Urza's Legacy .
Urza's Legacy Preconstructed Starter Decks 60 cards, rules . $16.00
There are four types. More details later. You may choose which deck you want, but if we run out of that one, we will supply another at random.
Urza's Legacy Booster Pack (15 cards)........ $5.00
Urza's Legacy Booster Display (540 cards)........ $150.00

WIZ Magic the Gathering ANTHOLOGIES

A limited edition two-preconstructed Starter-Deck anthology. The two decks give you the combined might of two armies assembled from across Dominia's history. With spells and creatures gathered from every Magic the Gathering expansion and edition, from Alpha Edition to Urza's Saga. The two preconstructed decks have 60 white bordered cards and 5 token cards in each. There is also a 64 page booklet covering the games history and strategies. The sturdy card box can also hold 350 cards in sleeves, or 5 starter decks. **$43.00**

WIZ Magic: Unglued

A weird and wacky release for Magic: the Gathering. All of the cards are broken or bizarre, and all banned from tournament use. But if you want your social games to become "unglued" then please, use these cards! But definitely not recommended for rules lawyers or power gamers, and you need a sense of humor. Has 48 packs of 10 cards each. **$3.50 per pack, or $150 for the display.**

WIZ 1998 World Championship Decks

Limited Edition. Contains 12 preconstructed decks, of four types, of four of the 1998 Magic World Championship finalists. You may specific which deck you want to order, but if we run out of that one, we will supply another at random. The decks have no rules, & are:
Brian Selden – World Champion This deck conquered the field by using Survival of the Fittest to put creatures into the graveyard and Recurring Nightmare to bring them back into play. The deck employs over 20 creatures and dips into blue for Lobotomy. **$16.00**
Ben Rubin – Finalist This archetypal red weenie deck consists of roughly equal parts direct damage, aggressive creatures & land. **$16.00**
Brian Hacker – Quarterfinalist This white weenie deck rolled over competitors with more than twenty aggressive creatures. This horde relies on creatures with shadow and the en-Kor to overwhelm the unprepared, with the threat of Cataclysm. **$16.00**
Randy Buelher – Twelfth Place This Draw, Go deck is pure control, with over twenty counterspells and eight card-drawing engines to dig them out. The deck's offense is limited to Stalking Stones and a Rainbow Efreet, but the best offense is often a killer defense. **$16.00**
1998 World Championship Deck Display 12 Decks. **$172.00**

WIZ Magic Card Storage Boxes. $9.00

Five styles of full color Magic card boxes, each able to hold 1,200 Magic cards. The boxes are shipped flat and are easily assembled. The six types are red, green, white, blue, black. You may request a particular color, but if we run out of that color, we will substitute at random.

PEN Magic: Official Encyclopedia Vol 1........ $25.00

224 full color pages, with over 2,000 cards featured in full color, showing the cards from Fourth Ed, Discontinued cards, Chronicles, Ice Age, Alliances, Arabian Nights, Antiquities, Legends, the Dark, Fallen Empires, Homelands, etc. Also a history including setting and story, errata for cards where relevant, forward by Richard Garfield.

PEN Magic: Official Encyclopedia Vol 2........ $22.00

144 full color pages, with over 1,300 cards featured in full color, showing the cards from Mirage, Visions, Fifth Edition, Weatherlight, Portal, etc. Also a history including setting and story, errata for cards where relevant.

PEN Magic: Official Encyclopedia Vol 3........ $24.00

128 full color pages, with over 900 cards featured in full color, showing the cards from Tempest and continuing the Rath Cycle with Stronghold and Exodus. Also Vanguard and Portal Second Age cards and details of the Magic 1996 Pro Tour decks and 1997 World Championship decks.

PEN Magic: Advanced Strategy Guide........ $25.00

For players who have a good strategy and knowledge of Magic rules, this is an advanced training manual. Essential info on all of the game's issues, from developing the art of deck design, how to combat classic tournament decks, and getting the most from your cards.

Middle Earth: The Wizards

ICE Middle Earth 2 Player Starter Set

A special two player starter set with specially assembled decks and Initial Adventure Guide for the beginning player, with simplified rules. The two 60 card decks have been constructed with Gandalf and Saruman. Inlcudes 2 dice, full color map of Middle Earth, two full color player sheets, 2 plastic hobbit company markers. **$36.00**

ICE Middle Earth Challenge Decks

There are ten different pre-designed decks, ready for tournament or casual play. Each fixed deck has 110 cards, rules summary, and suggestions on how to play the deck. All the cards have a gray border, but normal backs. You can order a specific deck, but if we have run out of that deck, we will substitute another at random. The decks are: *Stewards of Gondor (Saruman), Release the Prisoners (Alatar), Dwarven Quest (Pallando), Bargain Between Friends (Radagast), Return of the King (Gandalf), Spies & Traitors (Adunaphel), Marauding Brood of Uglies (Dwar), Stealthy Tribe (Hoarmurath), Morgul Rallying Cry (Witch-king), Seducing Nations of Men (Indur).*
Challenge Deck 110 cards + rules........ $20.00
Challenge Deck Display 1100 cards........ $180.00

ICE Middle Earth: The Wizards

In this card game, based on Tolkien's famous novels, you play one of the five wizards sent to oppose Sauron. The goal of each wizard is to marshall the forces of the Free Peoples so that Sauron can be successfully resisted until the One Ring is destroyed. The five wizards don't agree on how to achieve this and so the battle is on. There are 480 + cards in this unlimited Edition 2nd printing, and features artwork from dozens of painters, including Angus McBride, Liz Danforth, Mark Poole, etc. You lose instantly if your wizard is corrupted (like Saruman), or dies fighting the forces of evil; you win instantly if you manage to destroy the One Ring; otherwise, the player who marshalls together the greatest resources, such as characters, allies, items, & factions, & so best able to resist Sauron, is the one who wins.
Middle Earth Starter Deck 76 cards + rules........ $15.00
Middle Earth Starter Display 760 cards........ $135.00
Middle Earth Booster Pack 15 cards........ $5.00
Middle Earth Booster Display 540 cards........ $162.00
METW The Dragons Booster Pack 15 cards........ $3.00
METW The Dragons Booster Display 540 cards........ $97.00
The dragons were created by the Black Enemy and brought to Middle Earth to defeat the Valar and their children, the Free People. This expansion brings these terrifying creatures into your deck to challenge you and beckon you to their hoards. 180 new black border cards. Beautiful artwork.
METW Dark Minions 15 cards Special........ $3.00
METW Dark Minions Booster Display 540 cards Special ... $97.00
180 new cards including agents such as Grima Wormtongue and Bill Ferny; Under-deeps such as the awful Under-gates of Moria or the foul Sulfur-deeps of Dol Guldur; Minions Stir, etc. 180 new cards.

ICE Middle Earth: The Lidless Eye Limited Edition

Compatible and stand alone supplement, where you can play one of the nine Nazgul in the service of Sauron, and use minions as "characters", forming companies and gathering power to advance Sauron's cause in Middle Earth. Your goal is to martial enough resources so that Sauron will be confident enough to send you and your armies to launch the first blow necessary to crush the Free Peoples. Has over 350 cards with beautiful artwork.
ME: The Lidless Eye Starter Deck 76 cards + rules........ $15.95
ME: The Lidless Eye Starter Display 760 cards........ $144.00
ME: The Lidless Eye Booster Pack 15 cards........ $4.50
ME: The Lidless Eye Booster Display 540 cards........ $145.00

ICE Middle Earth: Against the Shadow

Over 140 new cards, for Middle Earth the Wizards or Middle Earth Lidless Eye. Focuses on the Wizard player, using resources from *ME: The Wizards*, competing against a Ringwraith player. But so that Ringwraiths can match Wizards in the full range of strategies available, more Ringwraith resources are included.
ME: Against the Shadow Booster Pack 15 cards........ $4.50
ME: Against the Shadow Booster Display 540 cards........ $145.00

ICE Middle Earth: The White Hand

ME: The White Hand Booster Pack 15 cards........ $5.00
ME: The White Hand Booster Display 540 cards........ $150.00
Over 120 new cards, for Middle Earth the Wizards or Middle Earth Lidless Eye. Focuses on a corrupted Wizard player, as Saruman was corrupted in the novel. A corrupted Wizard can pick and choose the good and evil resources, and will use any means to achieve his end.

ICE Middle Earth: The Balrog

Limited Expansion. At last, a refreshingly different presentation of CCG cards - this expansion is sold in two boxes. Each box contains 132 fixed cards, including 52 new Balrog cards, and 80 previously released cards that the Balrog can use in his army. So if you buy both boxes, you automatically receive all 104 new cards! Each box allows you to play a balrog without needing any other cards. Lead forth your host of orcs and trolls!
ME: The Balrog 'The Shadow Deeps' Box 132 cards........ $36.00
The Balrog infiltrates the Underdeeps beneath Moria. Here, he hopes the ancient fires will instill him and his minions with new strength.
ME: The Balrog 'Balrog's Host' Box 132 cards........ $36.00
The Balrog gathers the orcs and trolls of the Misty Mountains into a massive army, and is ready to fight wizard or ringwraith.
The Balrog Display 3 each of the above two boxes........ $190.00

○ **Middle Earth: The Wizards Players Guide** $21.50
○ **Middle Earth: The Dragons Player Guide**........ $15.00
○ **Middle Earth: Dark Minions Player Guide**........ $15.00
○ **Middle Earth: Casual Companion**........ $14.95
○ **Middle Earth: Lidless Eye Companion**........ $16.00
○ **Middle Earth: Lidless Eye Player Guide**........ $19.00

Rage Across Las Vegas

FIV Rage Across Las Vegas

Rage is the fast paced fighting game of werewolf combat based on White Wolf's acclaimed World of Darkness Werewolf roleplaying game. Players form packs of werewolves and attempt to defeat the other players in open combat, through politics and intrigue, and by accumulating renown for defeating various enemies in the Hunting Grounds. There are 9 60-card releases.
Rage Phase # 1 Starter Deck 60 cards + rules........ $16.00
There are two different Preconstructed Starter Decks. If we have run out of the one you order, we will supply the other. They are:
Get of Fenris These werewolves of Get combine the fierceness of the arctic wolf with the grim determination of the Vikings.
Wendigo A werewolf tribe with deep roots in the Norther American plains. The Wendigo are still fighting fiercely to keep the West wild.
Rage Phase # 1 Booster Pack 8 cards........ $3.50
Rage Phase # 1 Combo Display 6 decks, 24 packs........ $162.00

Rage Phase # 2 Starter Deck 60 cards + rules........ $10.00
There are two different Preconstructed Starter Decks. If we have run out of the one you order, we will supply the other. They are:
Bone Gnawers The only werewolves who have adapted themselves to the blighted urban jungle of the inner city.
Red Talons It was a mistake to let humanity (who tends to serve the wyrm) survive. The Red Talons seek to remedy that error.
Rage Phase # 2 Booster Pack 8 cards........ $2.50
Rage Phase # 2 Combo Display 6 decks, 24 packs........ $100.00

Rage Phase # 3 Starter Deck 60 cards + rules........ $10.00
There are two different Preconstructed Starter Decks. If we have run out of the one you order, we will supply the other. They are:
Silent Striders Loners among the werewolves, they walk the globe searching for rumors of the Wyrm, when they gather, trouble is brewing. Are they really harbingers of doom?
Shadow Lords The Shadow Lords want to unify the tribes under their rule. But none would willing submit, so cunning and deceit are necessary to unify the squabbling tribes against the Wyrm.
Rage Phase # 3 Booster Pack 8 cards........ $2.50
Rage Phase # 3 Combo Display 6 decks, 24 packs $100.00

Rage Phase # 4 Starter Deck 60 cards + rules........ $10.00
There are two different Preconstructed Starter Decks. If we have run out of the one you order, we will supply the other. They are.
Galliard The Galliards are the singers and loremasters of the ancient Werewolf tribes. They prepare to fight the Wyrm in Nevada desert.
Philodox They are the arbiters and judges of the tribes, and they have judged that the other tribes are failing. Now they become executioners
Rage Phase # 4 Booster Pack 8 cards........ $2.50
Rage Phase # 4 Combo Display 6 decks, 24 packs $100.00

Rage Phase # 5 Starter Deck 60 cards + rules........ $15.00
There are two different Preconstructed Starter Decks. If we have run out of the one you order, we will supply the other. They are

Children of Gaia These do their best to keep in touch with the force of all creation and unite the Garou tribes against the wyrm.
Black Furies Werewolf warrior women from ancient Greece, honor-bound to preserve Gaia and fight the wyrm.

Rage Phase # 5 Booster Pack 8 cards.......................... $3.50
Rage Phase # 5 Combo Display 6 decks, 24 packs $160.00

Rage Phase # 6 Starter Deck 60 cards + rules.......................... $15.00
There are two different Preconstructed Starter Decks. If we have run out of the one you order, we will supply the other. They are:
Uktena These comprise of former slaves, displaced American tribes, and the broken survivors of the conquistadors pillaging.
Iron Riders Rail Barons. These werewolves drive the S&P railroad from coast to coast, looking to trap the Wyrm between bars of iron.

Rage Phase # 6 Booster Pack 8 cards.......................... $3.50
Rage Phase # 6 Combo Display 6 decks, 24 packs $160.00

ShadowRun

FAS ShadowRun Limited Ed

In this ShadowRun trading card game, your goal is to assemble a team of shadowrunners to accomplish Objectives, such as killing a dragon or stealing cutting edge technology. Your opponent protects the Objectives with Challenges such as security guards, electric fences and fierce creatures.

ShadowRun Starter Deck 70 cards + rules.......................... $4.00
ShadowRun Starter Display (700 cards).......................... $30.00
ShadowRun Booster Pack 15 cards.......................... $1.50
ShadowRun Booster Display (540 cards).......................... $50.00

Underworld Booster Pack 15 cards.......................... $4.00
Underworld Booster Display (540 cards).......................... $100.00
With 140 new cards, *ShadowRun Underworld* focuses on the underworld crime scene and allows players to build decks based on criminal elements such as Mafia, Yakuza, and Gangs.

Star Trek Next Generation

DEC Star Trek Introductory Two Player Game

There are two types, Klingon and Federation. Both sets include two pre-customized 60 card starter decks, one Federation and one Klingon, with new cards being 11 new mission cards and the legendary Spock.; also have two 15 card booster packs, one from the initial white bordered booster, the other from Alternate Universe; and two black border cards: Data laughing and Admiral McCoy. The Klingon set has three black bordered Klingon cards, Mogh, Gi'ral and Ja'rod. The Federation set has three black bordered cards, Admiral Picard, Commander Data, & Commander Troy. **$40.00 each**

DEC Star Trek Next Generation

The game features fast action game based on the action in the series. A brilliant as both the card art is superb and game play is refreshingly different and unique. Each player can put together his own deck of 60 cards, to suit his own chosen affiliation. You can be Federation (who are not permitted to attack, only defend), Romulan (who can attack Federation or Klingon), or Klingon (who can attack everyone - including themselves!) Your deck will include mission cards; dilemma and interupt cards; artifact cards; outpost cards; ship cards; personnel cards, crews with which to form Away Teams; & lastly equipment cards and event cards. Rules are 35 tiny pages.

Star Trek Unlimited Starter Deck 60 cards + rules.......................... $15.00
Unlimited Starter Display 720 cards.......................... $162.00
Unlimited White Border cards. Each starter deck has 60 cards, out of a total of 363. Each player needs at least one deck to play.
Star Trek Premiere Starter Deck II 68 cards + rules.......................... $16.00
Has 60 cards from the Unlimited Edition, rules, and 8-fixed limited ed black bordered cards with 6 new missions, new outpost, new event.
Star Trek Premiere Starter Deck II Display 12 decks.......................... $170.00
Star Trek Next Generation: Booster Pack 15 cards.......................... $5.50
Unlimited Booster Disp.......................... $178.00
A random assortment of 15 cards of the Unlimited White Border edition, with at least one rare and one uncommon card.
Alternate Universe Expansion 15 cards.......................... $5.00
Alternate Universe Display.......................... $162.00
122 new cards. 49 of these cards contain subject matter related to alternate realities or universes: time travellers, parallel universes, illusory or visionary experiences, surreal worlds and different planes of existance. The remaining 73 cards expand upon existing elements of ST:TNG, deepening gameplay in various ways. The 1st Ultra-Rare Card, which is randomly packaged, is of the Future Enterprise.
Q-Continium Booster Pack 15 cards.......................... $5.00
Q-Continium Booster Display 540 cards.......................... $162.00
The second expansion for Star Trek, this one feature Q and his various meddling excursions into the Star Trek time line. Also features other cards from all areas of Star Trek.
First Contact Movie Booster Pack 9 cards.......................... $3.50
First Contact Movie Booster Display 270 cards.......................... $99.00
The next expansion for Star Trek, this one taken from the excellent *Star Trek Next Gen First Contact* movie, which featured a showdown between the Enterprise and her crew and a Borg ship which travels back through time. Includes new rules, one sheet per display.
First Contact Enhanced Pack.......................... $25.00
Has 4 First Contact Boosters and 3 new, fixed black border cards. There are 12 new cards in total, and the package tells you which 3 of the 12 cards are in it. Most new cards enhance the Borg, 2 the Fed. New cards include Gowron, Goldukat, Tomolok and Bareil as Borg, and Borg overlay cards, which can turn anyone into a borg. Amusing!
First Contact Enhanced Display 12 Enhanced Packs.......................... $260.00
Deep Space 9 Starter Deck 60 cards & rules.......................... $15.00
Deep Space 9 Starter Display 720 cards.......................... $162.00
Deep Space 9 Booster Pack 9 cards.......................... $3.75
Deep Space 9 Booster Display 270 cards.......................... $99.00
Introduces the Deep Space 9 Space Station, its captain and crew, new affiliations, the Bajoran wormhole, and the Gamma Quadrant. There are 260 new cards. Can by played with Star Trek or by itself.

Star Trek: The Dominion Booster Pack 9 cards.......................... $4.00
Star Trek: The Dominion Booster Display 270 cards.......................... $108.00
The fifth expansion for Star Trek with 130 new cards is a battle orientated set. Adds the Dominion as a new affiliation, and covers TNG, DS9 and Voyager. *Due February.*

Star Trek Next Gen. Card Game Factory Set $150.00

This Limited Edition Collector's Tin for Star Trek the Next Generation Customizable Card Game contains all 363 common, uncommon and rare cards from the basic set. The cards are printed with a distinctive silver border on the finest playing card stock available. Only 30,000 sets were made of this Factory Tin, so it has great collectable value. You can use the cards in all "official" games or tournaments. **Note Special Price**

Star Trek First Anthology $50.00

A limited edition heavy duty cardboard box that fits over 800 Star Trek Cards. Inside the box are two Unlimited Starter Decks, two Unlimited Booster Packs, two packs of Alternate Universe, Q-Contimium, the Warp Pack, and six cards never seen before: Quark, Paris, Tuvok, Orb of Prophecy and Change, Dr Telek R'Mor and Garak; and a rules supplement.

Star Trek Official Tournament Sealed Decks

Contains 12 fixed-contents tournament decks, each of which contains 4 packs of Unlimited Boosters, 1 Alternate Universe Booster, 1 unique 20 card pack, limited edition, made exclusively for this product. Comes in a box that can hold 300 unsleeved cards. Inside the sealed external wrapper, each box has one of six random different cover designs, being Borg, Bajoran, Cardassian, Federation, Klingon and Romulan. *You cannot specify which you want.*

Star Trek Official Tournament Sealed Deck $32.00
Star Trek Official Tournament Sealed Deck Case (12 dcks) $350

Star Wars

DEC Star Wars Premiere Introductory 2 Player Game

The Star Wars universe comes alive as the Rebel Alliance battles against the unrelenting power of the Galatic Empire. Choose to play the Rebel side or the Imperial side. This game equips you with two ready to play 60 card starter decks, a full color 20 page rulebook, and six unique cards only found in this set, including Luke and Darth Vader. **$40.00**

DEC Star Wars Unlimited Edition

This are the White Bordered unlimited Edition Cards. With the game, players control, alter and feel the Force. The Rebel Alliance battles against the unrelenting power of the Empire. One player controls the Rebel Alliance and the good side of the Force, the other plays the Empire and the Dark Side of the Force. There are 324 common, uncommon and rare cards. Each Starter Deck contains 30 random Light Side and 30 random Dark Side of the Force cards. Booster packs have a random mix of cards from both sides of the Force. Cards have their artwork lifted directly from the Star Wars movie. The Empire tends to be more technologically advanced, better equipped, & the stronger aggressor; the Alliance makes more use of the Force, can enhance their defensive capabilities, & have a sense of honor. The rule book is 40 pages long.

Star Wars Starter Deck 60 cards + rules.......................... $15.00
Starter Deck Display (720 cards).......................... $162.00
***Star Wars Limited Starter Deck** 60 cards + rules.......................... $18.00*
***Star Wars LimitedStarter Deck Display** (720 cards).......................... $194.00*
Star Wars Booster Pack 15 cards.......................... $4.50
Booster Pack Display (540 cards).......................... $145.00
Star Wars Limited Booster Pack (15 cards).......................... $8.00
Star Wars Limited Booster Display (540 cards).......................... $259.00
New Hope Limited Booster Pack 15 cards.......................... $6.00
New Hope Limited Booster Display (540 cards).......................... $180.00
Cards taken from the movie Star Wars only, focusing on the Rebels attempts to destroy the Deathstar, and Darth Vader's attempts to stop them by destroying their hidden base.
New Hope Revised Edition unlimited Booster Pack 9 cards.......................... $4.00
New Hope Revised Edition Booster Display 30 packs.......................... $108.00
Hoth Limited Booster Pack 15 cards.......................... $6.00
Hoth Limited Booster Display (540).......................... $190.00
Set in The Empire Strikes Back movie. This expansion focuses on the Empire's assault upon Hoth, and the Rebel's attempt to stage a successful withdrawal. There are new rules, revisions of old rules, and a ton of cool new cards. Each of the game mechanisms is designed to increase strategic posibilities and add depth to the game.
Dagobah Limited Booster Pack 9 cards.......................... $3.50
Dagobah Limited Booster Display 540 cards.......................... $175.00
Yoda makes an appearance. Also included are Jedi Training, new weapons, asteroids, the Executor, TIE Bombers, Space Slugs, Bounty Hunters and their ships, and Dagobah locations. Boba Fett is not included! Features 180 new limited edition cards.
Cloud City ESB Booster Pack 9 cards.......................... $3. 50
Cloud City ESB Booster Pack Display 540 cards.......................... $175.00
The next limited expansion set in the *Empire Strikes Back* movie. We see Boba Fett, the Cloud City's denizens, etc.
Jabba's Palace Booster Pack 9 cards.......................... $3.50
Jabba's Palace Booster Pack Display 540 cards.......................... $175.00
Jabba the Hutt has captured Han Solo, and the Rebels must rescue him. But first they must use disguise to get past Jabba's henchmen, bounty hunters, and pets. 108 new cards.

DEC Star Wars Special Edition

A new 324 card limited edition set which features art from the three Special Edition movies, which were re-releases of the old movies plus new computer graphic characters, scenes, ships and vehicles, etc.

Star Wars Special Ed Starter Deck 60 cards + rules.......................... $20.00
22 of the 60 cards are fixed, so are immediately playable. Come as either Dark Side or Light Side. You can specify which, but if we run out of one , we'll supply the other. Large format rules version 2.0.
Starter Deck Display (720 cards).......................... $215.00
Star Wars Special Ed Booster Packs 9 cards.......................... $4.00
Star Wars Special Ed Booster Display 30 packs cards.......................... $108.00

Star Wars Enhanced Premiere Pack.......................... $25.00
There are six types of Enhanced Premiere Packs in the display. Each Pack has a limited edition character card with weapon, plus four unlimited booster packs. The six types are Dark Vader with Lightsaber, Luke with Lightsaber, Obi-wan with Lightsaber, Boba Fett with Blaster Rifle, Leia with Blaster Rifle, Han with Heavy Blaster Pistol. You can specify which one you want, but if we run out, we will supply another at random. Display of 12 Packs. **$270.00**

Star Wars First Anthology $120.00

Sold out commercially, this limited edition is now only available from secondary markets, hence the high price.

Star Wars Second Anthology $55.00

A limited edition heavy duty cardboard box that fits over 800 Star Wars Cards. Inside the box are eight Unlimited Booster Packs, two limited Dagobah Packs, two packs of Cloud City, plus a free bonus selection of 6 white border preview cards from a future set, including Mon Calamari Star Cruiser, Sarlacc, Mon Mothma, etc.

Star Wars Official Tournament Sealed Decks

Contains 12 fixed-contents tournament decks, each of which contains 4 packs of Unlimited Boosters, 1 New Hope Booster, 1 unique 18 card pack, limited edition, made exclusively for this product. Comes in a box that can hold 300 unsleeved cards. Inside the sealed external wrapper, each box has one of six random different cover designs. *You cannot specify which you want.*

Star Wars Official Tournament Sealed Deck $32.00
Star Wars Official Tournament Sealed Deck Case (12 dcks) $350

Jyhad & Vampire: the Eternal Struggle

WIZ JYHAD TRADING CARD GAME

This game by Wizards of the Coast, is a collectable card game set in White Wolf's dark Vampire: the Masquerade world. These cards are *fully compatible* with the new Vampire: the Eternal Struggle CCG. This game pits rival vampires against each other in a struggle for control over the sinister World of Darkness. There are over 400 cards in the set. Limited stocks, so be quick.

Jyhad Starter Deck 76 cards, rules.......................... $4.00
Jyhad Starter Display 10 decks, 760 cards.......................... $30.00
Jyhad Booster Pack 19 cards.......................... $1.25
Jyhad Booster Display 36 packs, 684 cards.......................... $30.00

WIZ Vampire: The Eternal Struggle

Wizards of the Coast have released 2nd Edition Jyhad, which they have called Vampire: The Eternal Struggle. The cards are compatible with Jyhad, and both sets of cards can be used in tournament play. The rules in this new version are reformatted and easier to understand. Variant rules increase the speed of play. Only some of the artwork and cards are new. There are over 300 cards.

Vampire: TES Starter Deck 76 cards + rules.......................... $18.00
Starter Display (760 cards).......................... $150.00
Vampire: TES Booster Pack 19 cards.......................... $5.00
Booster Display (684 cards).......................... $150.00
Dark Sovereigns Booster Pack (15 cards).......................... $4.00
Dark Sovereigns Booster Disp (540 cards).......................... $140.00
Adds Clans Giovanni and Ravnos, and new disciplines. 100 new cards in the set.
Ancient Hearts Booster Pack 12 cards.......................... $4.00
Ancient Hearts Booster Disp (540 cards).......................... $150.00
The tragic legacies of Mediterranean Kindred: the Camarillia, Assamite, & Set.
The Sabbat Booster Pack (28 cards).......................... $6.95
The Sabbat Booster Display (672 cards).......................... $150.00
Limited print run of over 400 new cards. The Sabbat. Savage, diabolic. For centuries this malicious sect of vampires has rejected the ancient laws of the Undead and waged a war of blood and shadows against their enemies, the kindred of the Camarilla.

Warlords

ICE Warlords

A simple, fast, fun, multiplayer (2 – 8 players) fantasy game, based on the popular computer game. For the new special price, it's great value. You assemble your heroic followers, gather your armies, and build citadels. Venturing out to explore, find treasure, or wage war, you avoid or crush cruel beasts and outmaneuver your foes' warriors and armies. Using strength and guile, you try to be the first to rise as the supreme warlord. 251 cards in the set.

Warlords Starter Deck 60 cards, rules.......................... $2.00
Each Display has eight different starter decks, each being a different "faction". We will supply these at random.
Warlords Booster Pack 12 cards.......................... $0.50
Randomised 12-card expansions, but without rare or uncommon distinctions. Therefore, it is easy to collect an entire faction.
Warlords Combo Display 8 Starter Decks, 16 Boosters.......................... $17.00

Xena

WIZ Xena: Warrior Princess

You assume the role of a warrior king or queen. Battling with other monarchs over the ancient lands, you command characters and use amazing actions to outwit your opponents and drive them from the battlefield. There are 180 cards in the set.

Xena Starter Deck 45 cards, rules.......................... $11.00
There are six types of Starter Decks: **Heroic Deeds** Desperate times call for heroic deeds With this deck, you draw more cards than your opponents. **Heroes & Valor** Offers you skilled warriors and the means to eliminate your opponent's defenses. **Siege Engine** Command a legion of expert archers and waves of fast attackers. **Tools of the Trade** Artifacts, siege engines and cavalry will rout your opponent. **Divine Wrath** When the Immortal's are displeased, someone's going down. **Immortal Favor** Send in waves of characters to attack and use the might of divine powers to evade or destroy your opponent's blockers. If we do not have the deck you order, we will substitute it with another one at random.
Xena Starter Display 18 decks.......................... $178.00
Xena Booster Pack 12 cards.......................... $4.50
Xena Booster Display 540 cards.......................... $180.00

WIZ Xena: Battle Cry

Contains original Xena cards plus new Battle Cry Cards. The details are as below:

Xena Battle Cry Starter Deck 40 cards, rules.......................... $11.00
There are six types of Starter Decks: **Centaur & Seers** Combines a forbidding Centaur army with divine guidance to take command of the battlefield. **Immortal Favor** Send in waves of characters to attack and use the might of divine powers to evade or destroy your opponent's blockers. **Dirty Deeds** Surprise foes with deceptive acts and dangerous characters. Don't worry about keeping your hands clean. **Siege Engine** Command a legion of expert archers and waves of fast attackers. **Rough Riders** Command the largest army and charge on to victory. Legions of characters are at your disposal. **Divine Wrath** When the Immortal's are displeased, someone's going down. If we do not have the deck you order, we will substitute it with another one at random.
Xena Battle Cry Starter Display 18 decks.......................... $178.00
Xena Battle Cry Booster Pack 13 cards.......................... $4.50
Xena Battle Cry Booster Display 585 cards.......................... $180.00

Trading Card Accessories

CRF81117 Magic the Gathering Collector's Album $9.00

A stunning collectable card game 3-ring Collector's Album, designed for Magic: the Gathering, but usuable with any cards, of course!

CRF81169 Mirage Collector's Album Special $7.00

A stunning collectable card game 3-ring Collector's Album, designed for Magic: Mirage, but usuable with any cards, of course!

CRFRPJ-N8-2U Card Album $12.00

High quality card album that fits the Superpro Sheet Card Holders.

GYM Superpro Sheet Card Holders (1) $0.50

Each sheet fits in the above Collectors Album Ringbinder, and fits 9 cards. The plastic is totally transparent, and protects the cards from any scuffing, etc. I bought 100 pages for my Star Trek cards.

CRF81100 DECK PROTECTORS $11.00

These Ultra Pro rigid top loading card protectors are the most important accessory ever released for colletable trading card game cards. The reason? They are specially designed for such cards. The protectors are only marginally larger than the card, so that card does not float around inside the protector and get scratched - the protectors fit into the pocket album pages; you can use them during game play, and they have no PVC, so they protect the cards while in storage. There are 100 protectors in one deck. There are 10 decks in one display. For a whole display... **$99.00**

Black-back Deck Protectors These Ultra Pro rigid top loading card protectors have black, non-transparent backs, so that your opponent cannot see the backs of your cards. **$11.00 each** or for a whole display **$99.00** 10 decks.

Red-back Deck Protectors These Ultra Pro rigid top loading card protectors have black, non-transparent backs, so that your opponent cannot see the backs of your cards. **$11.00 each** or for a whole display **$99.00** 10 decks.

GYM Ultra Pro Floppy Card Sleeves (100) $3.00

For this ridiculously little price, you get 100 card sized floppy, plastic, transparent sleeves. Each sleeve fits one card, and is a great way to protect your cards while keeping them in a usuable format.

CRF250CB Ultimate Collection 250 Card Plastic Box $1.50

Made of durable, rigid plastic, this box fits 250 trading cards. Great value for this price. Limited stock available.

Role Playing Games

Color Code

🟧 New Item Now Available and in Stock

🟦 New Item Not Yet Released

Alternity

CORE RULES

ALTERNITY Player's Handbook By TSR, this full color book, written especially for players, features a fast-play introduction that allows you to start playing quickly, guidelines for creating science fiction heroes, and rules for combat, challenges, encounters, aliens, mutations, psionics, and future equipment. Tons of full color & B&W art. Looks good - TSR finally made a worthy entrance into the Sci-Fi genre. 254 pages. $54.00

ALTERNITY Gamemaster Guide This full color volume with 256 pages and hardback cover has everything needed to moderate the *Alternity* game, including rules for creating characters, adventures and campaigns for any sci-fi setting; a Fast Play chapter that teaches the basics of moderating the game and provides a starting adventure; starships construction rules and a tactical space combat system; star system design rules, thirty aliens and creatures; how to designs aliens & alien artifacts, etc. $54.00

ACCESSORIES

Alternity Campaign Kit Features a four panel GM Screen and 32 pages of record-keeping aids, including supporting cast forms, character sheets, hero roster, ship diagrams, and ship logs. $22.00

Alternity Dataware This handbook provides expanded rules, game stats and descriptions for using or designing futuristic computers, robots, and other types of artificial intelligence. A comprehensive section on the cyber-reality of Gridspace details hacking, netrunning, & virtual reality. Can be used with Star Drive. $34.00

Alternity Starships For players and GMs, presenting everything about spaceship construction. Also has a list of new equipment for campaigns from the Fusion Age to Energy Age, over 16 deck plans for ships from one-man fighters to corvettes. Also drivespace, jump gates and hyperspace. $35.00

Alternity Tangents Imagine a world, parallel to ours, where the Roman Empire never fell, or where millions live in underwater cities…this sourcebook with adventures lets you design hundreds of strange new worlds in parallel dimensions. *Due April.* $35.00

STAR DRIVE

STAR DRIVE CAMPAIGN SETTING The first campaign setting for *Alternity*. This hard cover book features stunning cover art and 256 full color pages, packed with illustrations, star maps, maps of cities, deck plans, etc. It is the dawn of the 26th Century, a time where humankind, after centuries of warfare, stands on the threshold of greatness or the brink of destruction. One entire colony in the Verge was destroyed in a matter of hours, with no survivors. Who or what was responsible? The event is called The Silence. Includes history, all aspects of 2501AD human society, from medicine, religion, cybertechnology to the Grid and robotics; 13 stellar nations; the Verge, etc. $54.00

Star Drive Campaign Supplements

Alien Compendium: Creatures on the Verge Inside this 128 page full color volume are more than 60 detailed descriptions of aliens that live in and around the planets of the verge. Creatures range from cystaline lifeforms to sea creatures. $38.00

Alternity Arms & Equipment Guide From protective gear to weapons of mass destruction, from merchant equipment to VergeTech to MegaCorps and Personal Security. More than 100 items are detailed, with descriptions, game stats, & illustrations. $30.00

Outbound: An Explorer's Guide Full descriptions of new systems and planets that can be dropped into any campaign. Each strange new alien world has new adventure material. *Due March '99.* $35.00

Planet of Darkness The planet Lison is cloaked under a veil of darkness, while its inhabitants mine precious metals. A discovery is made of something which could change the balance of power in the Oberon system for ever, amidst endless machinations between stellar nations and megacorps. *Feb '99.* $26.00

The Lighthouse Lighthouse is a starfaring outpost that roams the Verge and provides a starting point for adventure. Included are maps, ready to use supporting cast members, etc. *Due ?* $22.50

The Last Warhulk The first full length adventure for the Star Drive setting. A relic from the last galactic war is discovered. This ancient warship continues to fight, although the conflict ended decades ago, threatening millions of lives. Can you disable the ship or convince the AI to quite the war? $26.00

Threats from Beyond Details the emerging alien menace known as the Externals. These creatures have began an invasion that could wipe out humanity. With scenarios, new rules, & background info. *April '99.* $27.00

STAR DRIVE NOVELS

The Harbinger Trilogy

1. Starrise at Corrivale Great reading – I read all 370+ pages in three days! Gabriel Connor is a Concord marine with great opportunities before him, until he is made the scapegoat of a political disaster. But as he finds himself up against the governments of two planets in the Verge, Voidcorp, and Concord friends-became-enemies, he finds Concord has not finished with him yet. While trying simply to survive, he stumbles across part of the mystery about The Silence, but he doesn't like what he finds…nor will you! $11.00

2. Storm at Eldala As Gabriel Connor and his fraal friend Enda scratch out a living among the more dangerous stars of the Verge, they stumble across an astonishing revelation from out of the depths of time. *Due March '99.* $11.00

Miscellaneous Star Drive Novels

1. On the Verge War erupts on Arist, a frozen world in the borders of known space. Lieutenant Damion Witzko and the Concord Marines charge in to prevent the conflict from escalating offworld, but soon discover that an even darker threat awaits them. $11.00

2. Starfall A collection of short stories set in the Star Drive setting, written by such leading science fiction authors as Michael A. Stackpole, Diane Duane, Robert Silverberg, etc. *Due April.* $11.00

Armored Trooper: Votoms

Armored Trooper: Votoms The official licensed role playing game of AT VOTOMs, by RTG. A hundred years of deadly mechanised warfare has just come to a tentative peace. But for one man, his personal war has just begun. Hounded by a shadowy Secret Society driven to create the perfect killer, he seeks only to answer the riddle of his past, and the outcome of his ultimate Destiny. He is Chirico Cuvie, elite warrior and the Perfect Soldier the Society seeks. This book has everything you need to create a world of endless mecha combat and intrigue. Mecha, ships, troops, characters, equipment, and the most complete series background. The same style as *Bubblegum Crisis.* $42.50

Ars Magica: 4th Ed

ARS MAGICA 4th Ed The new edition of Ars Magica by Atlas Games. This is the world of Mythic Europe. It is a place where the glories of the Classical world are dust and the promise of the Renaissance is yet to come. The time is the 13th century, 1220 to be exact. Life is a struggle: wars and plagues stalk the land, the church and kings rule with an iron fist. Yet Mythic Europe is also a place of magical wonder, inhabited by all the creatures of folktale and myth. What the folk of the land believe holds true: faeries and rural spirits must be placated; demons corrupt everything they touch; divine power is accessible through prayer; and magic is everywhere. You will play a magus, a member of the mystical Order of Hermes. $55.00

A Medieval Tapestry Within these pages lies the wealth of Mythic Europe - its colorful inhabitants. This collection describes more than fifty characters in detail. It includes backgrounds, adventure seeds, relevant historical and saga information, complete statistics, etc. $37.50

Festival of the Damned Two classic adventures fully revised. The Ghoul of St. Lazare begins with the discovery of a mutilated corpse. Festival of the Damned sees the forces of Hell back in St. Lazare. $36.00

Hedge Magic Features 4 non-Hermetic magical traditions of Mythic Europe. The Cunning folk live close to the land. Natural Magicians study the classical works of antiquity, unearthing new secrets. Spirit Masters call magical beings of diverse sorts. Ascetics are able to take their minds and bodies beyond the mundane limits of the world. $26.50

Kabbalah: Mythic Judaism Delves into the Jewish Quarters of Mythic Europe, investigating the full spectrum of Jewish law, history, faith and legend. Reveals the mysteries of Kabbalah, its scope ranging from gematria to the Tree of Life to the creation of golems, and two new classes of hedge wizards: baal shem & necromancers. $37.50

Parma Fabula Contains a 4 panel GM screen and a 32 page booklet, which has a storyguide that can be used in any saga, including artefacts and other noteworthy items; a fully described library; non-player characters, etc. $25.50

Return of the Stormrider Vanquished twenty-three years ago, the tempest rises again. The Storm Steed's hoofprints scorch the earth as the Stormrider lays waste to everything in his path. Includes pregenerated characters plus the adventure. Good for new players too. $25.50

The Fallen Angel When something terribly evil from beyond the moon falls to earth, the magi find themselves frighteningly powerless. The magic must discover the secret of the demon's essence and from its native substance forge a weapon to destroy it. Then of course, they must find some-one fool enough to wield it… $22.50

The Mythic Seas This book examines the ships that travelled the ocean waters, offering rules for their creation and maintenance. It delves into the myths and legends of the deep, plus rules for trade. Has a host of sea-beasts, mundane and magical. New spells, new books, new character archetypes. $31.50

The Wizard's Grimoire This fully revised edition features new templates for player character magi, essays that examine topics of concern to the wizardly class, rules for improving laboratories in a myriad of ways, sample magic items, 100 new spells, etc. $46.00

Babylon Project

THE BABYLON PROJECT RPG The year is 2259. The atmosphere aboard Babylon 5, a massive space station set in neutral territory between human space and that of several fractious alien races, is tense. The Earth-Minbari war is over, but trouble is brewing between the Narn and the Centauri. And rumours are circulating - rumours of political chaos back on Earth, of colonies in rebellion, and of the Shadows - a force so dark and powerful that it destroys entire fleets without any survivors. This officially approved RPG of the popular TV series *Babylon 5* is a full color, glossy publication. Full of color paintings inspired from the series, as well as sector maps, photos from the series, and rich background information - without giving away any of the secrets. By Chameleon Eclectic. $48.00

Babylon Project Gamemaster Resource Kit Includes a stunning 3 panel GM screen, master copy of the character record sheet and character worksheet, two full color pages of common logos, battle patches, and a full color booklet with optional game rules, stats on the Explorer starship, & race information. $24.00

Earthforce Sourcebook It's finally been released! Outlines the structure of Earthgov's military arm, delves into military life, details Earthforce facilities and ships, and features a complete miniatures game of ship to ship combat, with ship record sheets provided for most Earthforce ships, and some Narn, Centauri, and Minbari ships, and with color cut-out counters for all ships. $38.00

Earth Colonies Sourcebook A companion to the Earthforce Sourcebook, which covers humanities military presence in space, this is a complete guide to civilian life in the Earth Alliance sphere, and covers the Mars colony, etc. *Due July.* $38.00

Baron Munchausen

BARON MUNCHAUSEN The Extraordinary Adventures of A highly irregular and amusing, complete roleplaying game in just 24 pages! By Hogshead Publishing. The whole book is written by the Baron himself, who digresses into one of his stories every other paragraph. To quote the Baron, "My game is a simple one, based upon a ritual I observed in the tribes of the remote Amazon, which they practise while preparing food. I was able to study the ritual in some depth since I had undergone the misfortune of being captured and was indeed the food…ah, but I am meandering again. The game is simple. The players sit around a table, preferably with a bottle of an interesting liqueur or a decent wine to moisten their throats, and each takes a turn to tell a story of an astonishing exploit or adventure. The telling of the tale is prompted by one of the others (the game has 200 ready-made story ideas) and the rest of the company may interrupt with questions and observations, as they see fit, to which the tale-teller rebuts or avoids. The winner buys the others a drink, and then the game starts over again. $12.00

Big Eyes, Small Mouth

BIG EYES, SMALL MOUTH RPG Roleplaying in the anime world. This multi-genre RPG has been inspired by the dynamic characters and stories found in Japanese animation. Comedy or horror, fantasy or science fiction. The game emphasizes roleplaying rather than numbers and charts. Additionally, character creation can take less than ten minutes, and offers characters magic, mechs, pistols, heightened abilities, unique artifacts, etc. With amazing art, easy to follow flow charts, concise tables. $25.00

Blue Planet

BLUE PLANET RPG Set in the year 2199, on a water planet called Poseidon, this game is a beautiful, and credible, extrapolation of the future results of humankind's destruction of the Earth's ecological resources. Searching the universe in the year 2078AD, a probe finds a traversable wormhole that leads to the discovery and colonization of Poseidon. During the next century the colony thrives in isolation, as civilization on Earth collapses. Now the desperate and greedy people of Earth have reestablished contact with the colony, and return to exploit the valuable life-prolonging xenosilicate "Long Jong." Meanwhile, in the depths of Poseidon's oceans, the natives of the world pursue their own mysterious goals. 346pp. $45.00

Blue Planet: Archipelago The largest and most heavily settled group of islands on the world of Poseidon. This is a frontier survival guide, with detailed maps, rich descriptions, key groups and conflicts, latest rumors, clues, plot lines, thirteen famous and infamous personalities, etc. $30.00

Blue Planet: Cutting Edge The high-tech frontier of Poseidon. Covers computers, cybernetics, genetic engineering, vehicles, weapons, and alien nanotechnology. *Due March.* $30.00

Bubblegum Crisis

BUBBLEGUM CRISIS RPG Based on the hit anime video series, the Bubblegum Crisis RPG is packed with art and information never before published in English - it's everything you need to play in the world of 2033 AD. The AD Police were established as a special branch to deal with riots and terrorism. They now use military weapons, armored vehicles, and powered armor to protect MegaTokyo from the Boomers that increasingly rampage through the city. Yet even bravery and firepower of the AD Police are insufficient when faced with Genom's ever-evolving combat Boomers. MegaTokyo's help comes from The Knight Sabres, a mysterious team of vigilantes equipped with weapons years in advanced of others: hardsuits and robotic motorcycles. $40.00

Bubblegum Crisis: Before & After Details the events, characters and equipment from the two spin-off series from BGC; AD Police which takes place before Bubblegum Crisis, where before the Knight Sabers, only the AD Police stood between man and machine; and Bubblegum Crash, set after BGC, where admidst a sea of robots and androids, the ultimate evil is back - and only the Knight Sabers stand between MegaTokyo and the total destruction of Bubblegum Crash. $28.95

Bubblegum Crisis EX Has a heap of stuff *not* in the anime series, including 3 new battlemovers, 5 new motorcycles, 7 new power suits, 7 new motoslaves, personal items, hardsuits and mods, new weapons, 24 new boomers, original Japanese artwork, complete fuzion game stats, adventure, etc. $25.50

Call of Cthulhu

HORROR Beyond the comforting realms of society lurks an ancient and terrifying conspiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG! By **Chaosium.**

Call of Cthulhu 5th Edition The Great Old Ones ruled the earth aeons before the rise of man. Remains of their cyclopean cities can still be found on remote islands in the Pacific, buried amid the shifting sands of vast deserts, and in the frozen wastes of the polar extremes. Originally they came to this world from the stars. Now they sleep – some deep within the earth, and others beneath the sea. A highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth. A real treat for serious roleplayers. The 5th edition is completely re-typeset and illustrated, and features a wealth of supplementary material - it looks great. Features include 4 scenarios, The Dreamlands, forensic pathology, an entertaining historic timeline, an illustrated bestiary. $57.00

1990s Handbook A revision of *Cthulhu Now*, and also bringing Call of Cthulhu to the mid 1990s. New equipment detailed includes surveillance paraphernalia, computers, and lethal and non-lethal weapons. Role of the government, police, crime, etc. $22.00

Adventures in Arkham Country Five adventures, running the length of the Miskatonic Valley. Investigators can visit Arkham, Bolton, Dunwitch, Falcon Point, Kingsport, & the Dreamlands. Ancient temples, degenerate deep ones, strange disappearances. $34.00

Arkham Sanitarium Contains a large number of useful forms for use in the RPG. Death certificates, insanity certificates, patient records, and even fingerprint forms, & a 25 page Sanitarium prescription pad. $28.50

A Guide to the Cthulhu Cult Sifts through the ashes of history and discoves much of interest to the Cthulhu scholar. Shocking in its revelations, this book has been waited for by Cthulhu scholars & dreaded by cultists. $18.50

A Resection of Time A 64 page scenario book. At first, the death of successful archaeologist Kyle Woodson seemed an accident, an automobile crash turned fatal. When certain medical irregularities become apparent, the investigators end up travelling across the 1990s America until they reach ancient Mayan ruins. $20.00

At Your Door A 1990s campaign of six linked scenarios - a wealthy environmental organisation hire the investigators when a microbiologist disappears after reporting disturbing research irregularities. $30.00

Blood Brothers 13 casual adventures, each dubiously developed from old B-grade horror movies. 144 pages of fear and loathing? - not quite, but certainly a lot of distinctly farcical fun. $32.50

Blood Brothers II 9 terrifying tales for use with Call of Cthulhu. Each tale explores a horror genre depicted on the Silver Screen, & is specially constructed to be completed in one or two evenings. $32.50

Coming Full Circle The little town of North Ashfield is not the kind of town where evil dwells. Yet it not only dwells, but it thrives. The ghosts of the past and the horrors of the present feed on the town. $31.95

The Complete Dreamlands Fourth Edition, expanded and revised. Provides all you need to know to enter the land of dreams: a travelogue of the Dreamlands, a huge gazetteer, statistics for over 30 prominent NPCs, a bestiary of over 60 monsters, a map, two adventures, 100 pages of background information. $37.50

Cthulhu Creature Companion This collection of over 100 creatures is a must for any Keeper. It contains all the game statistics for each monster, as well as a travelogue of additional detail from the famed Mythos explorer Sir Hansen Poplan. Contains most of the material from Ye Booke of Monstres I & II. *Due April.* $34.00

Day of the Beast Originally published as *The Fungi From Yuggoth*, this revised, new edition also has 50 pages of new material including three totally new adventures. Set in 1927, the investigators must travel to four continents and the planet Celaeno. $33.95

Dead Reckonings An anthology of scenarios set in mysterious New England. Set in Arkham, Dunwich, and the small village of Martin's Beach, these adventures span the spectrum of terror. Herein the dead walk, shadowy cults clash with monstrous forces, and an abomination awaits rebirth into something worse. $25.50

Delta Green By Pagan Publising, 298 pages. The largest Cthulhu sourcebook ever. Inside you'll find a secret history of the 20th century, and the movers and shakers who are players in the game: Delta Green, the outlaw conspiracy working inside the US government to fight the darkness, Majestic-12, etc. Plus new skills, new spells, new weapons, two scenarios, etc. $47.50

Encyclopedia Cthulhiana 2nd Ed This 2nd Ed reference guide has been expanded and revised. New features include new entries, thumbnail illustrations of the most important signs & symbols, a timeline of the Cthulhu Mythos, etc. $27.00

Horror's Heart This dangerous investigation is set in Canada, in the 1920s. The investigators meet the powerful Lavoie family of Montreal and learn what imperils them, and glimpse a strange cult that thrives in Quebec. $22.00

Before the Fall Innsmouth Adventures Prior to the Great Raid of 1928 Four dangerous adventures set in Innsmouth, prior to the government raid of 1928. Hidden in the fallen buildings, under the silted harbor, and behind the faces of the sullen inhabitants lie secrets, malign and evil. $22.00

Keepers Compendium 80 pages, blasphemous knowledge and forbidden secrets of the Cthulhu mythos. An excellent book of background including. forbidden books, secret cults, alien races, mysterious places. $21.00

King of Chicago Guide to Chicago in the 1920s, featuring background material & scenarios. Lose your sanity in Al Capone's home town ! 128 pages. Marseilles in France is also visited. $18.50

Last Rites Four new challenging horror adventures for today. A book of wretched poetry, an incautious summoning, a Satanic coven, and a house where bad things happen. Dangerous adventures! *Due Jan '99* $27.50

Minions Fifteen short scenarios and brief encounters designed for one or more intrepid investigators. What business has the mysterious prowler following an investigator home? What does Farmer Billman have buried squirming beneath the woodland floor? $20.00

Mortal Coils A new anthology of eight scenarios from Pagan Publishing. Inside is a diverse group of noisome terrors ranging from surreal horror to violent action., including a murdered professor, a pair of missing brothers, a man gone made in Kentucky, a strange kidnapping, etc. $39.00

No Man's Land The setting is WW1, the Arden Forest. You are members of the famous Lost Battalion, confronted by German soldiers & something evil and inhuman that lurks beneath the forest floor... $27.00

Nocturnum: Long Shades By Fantasy Flight. The Nocturnum campaign introduces a new alien evil to your *Call of Cthulhu* game. This first book contains a wealth of background material on this malignant new force, as well as three complete adventures. This is a post-modern setting. $34.00

Nocturnum: Hollow Winds By Fantasy Flight. Part 2. Contains an indepth examination of this inhuman threat and its apocalyptic plans. $34.00

Nocturnum: Deep Secrets By Fantasy Flight. Part 3. The investigators are alone and hunted. They must work their way to the Tyr Nemaii, the machination of doom that awaits the end of the world. *Due Feb.* $34.00

Secrets Secrets that have been allowed to fester and darken in the shadows. This Fright Night scenario pack is suitable for beginning GMs and investigators, and the adventures also by experience investigators. Handouts and maps. $15.00

Strange Eons Three adventures set in unusual times and places: in Renaissance Spain during the logical, dread, and austere Spanish Inquisition; in a twenty-first century lunar outpost; and in Elizabethan England, among certain talented playwrights. Six pregenerated characters are provided in each scenario. $25.50

Taint of Madness Sourcebook discussing the recognisable forms of insanity, the historical treatment of the insane, how the mad or the incompetent are handled, and what the legal complications of being classified insane may portend. $32.50

The 1920s Investigator's Companion Split into four sections. The Roaring Twenties which details life in that period; On Becoming an Investigator which offers 140 different occupations and uses of skills; The Tools of the Trade including various forms of transportation, investigators' equipment and guns; Words of Wisdom - advice to the investigator on how to survive. $32.50

The Bermuda Triangle 1990s sourcebook. What secrets lie within the Devil's Triangle? Why was the Mary Celeste abandoned after it passed throught Triangle's waters? What caused the disappearance of an entire flight of Avengers in 1945? This is a guidebook to the entire Caribbean region, and has heaps of hard facts & Cthulhu ideas about the Bermuda Triangle. $30.00

The Book of Dzyan Non-fiction. This is a discussion of Blavatsky's mysterious Book of Dzyan, the heart of the secret books of Kie-Te, once known only to Tibetan mystics. *Due Jan '99.* $24.00

The Compact Arkham Unveiled A panoply of Arkham, circa 1928. It's business, scholars, skills, tomes of power, costs, relationships, criminals, cultists, and ordinary honest people are lovingly detailed and located, with frequent references to Lovecraft's writings. This is a revised 2nd edition of Arkham unveiled. $32.50

The Compact Trail of Tsathuggua When ancient writings are discovered on a floating iceberg, an expedition is formed at Miskatonic University to investigate. The second scenario focuses on the living horror growing behind the sasquatch legend. $15.00

The Dreaming Stone Set in the Dreamlands. There, the investigators will travel through many realms of wonders. The Temple of Loveliness at Kiran, the Jungle of Kled, the Great Library of the Dreamlands, the desolate Forbidden Lands, and the Far Side of the Moon. Will the investigators be able to halt Nyarlathotep's plan before it is too late? $20.00

The London Guidebook Explores London during the 1920s. Discover secrets and arcane facets of this fog-shrouded city of mystery. Explore the strange tunnels beneath the city. With scenario, maps. $25.50

The New Orleans Guidebook New Orleans in the 1920's is a city of many faces. The gaiety of Mardi Gras is juxtaposed with rampant corruption. The genteel decline of the French Quarter, the location of the city's original settlement, stands in contrast to the rich opulence of the Garden District. $29.00

The Realm of Shadows A 1940s campaign by Pagan Publishing. Has source material on ghouls, the Cult of the Charnel god, and the notorious Cultes des Goules, as well as four adventures that take investigators through Massachusetts, the Dreamlands, and the rain forests of French Guiana. 200 pages. $35.50

Utatti Asfet A modern globe-trotting campaign. Investigators travel from Tonga to Louisiana to the Sudan, and then back to Tonga for the climatic meeting with the "Eye of Wicked Sight". set in the 1990s. $35.50

Ye Book of Monstres II Dozens of new races and individual creatures for use with the Call of Cthulhu RPG. Includes outer gods, eldar gods, Great Old Ones, Avatars, Servitor Races, Independent Races, Fabulous Creatures, and Unique Entities. $20.00

CTHULHU MYTHOS ANTHOLOGIES

1. **The Hastur Cycle** A definitive collection of stories about He Who Is Not To Be Named. These are classic stories by Lovecraft & his circle. $17.50
2. **Mysteries of the Worm** 2nd in the series of classic Cthulhu mythos fiction edited by Robert M. Price. $18.50
3. **Cthulhu's Heirs** New collection of tales, modern authors follow in the squidgy footsteps of Lovecraft & pals. $18.50
4. **Shub-Niggurath Cycle** A collection of tales about Shub-Niggurath, the Black Goat of the Wood, an evil deity. $18.50
5. **The Book of Iod** Thirteen short stories by Henry Kuttner, friend of Lovecraft and Bloch. $18.50
6. **The Azathoth Cycle** Sixteen horror tales concerning the ultimate chaos, a god that created the universe by mistake, or as a joke. $18.50
7. **Made in Goatswood** 17 stories written by authors who admire the works of Ramsey Campbell, including one story by Campbell himself. All stories are set in that fearful part of Severn Valley. $18.50
8. **The Dunwich Cycle** 9 stories set where horror begins - in the Dunwiches of the world the old ways linger. Places that shelter horrifying truths. $18.50
9. **The Disciples of Cthulhu** The disciples of Cthulhu are a varied lot. They are obsessive, loners, dangerous, seeking to convert or use others. $18.50
10. **The Cthulhu Cycle** The latest collection of tales from the Cthulhu Mythos, this one starring the great tentacled monstrosity himself. $18.50
11. **The Necronomicon** Includes short stories and scholarly essays concerning that most unholy and blasphemous of Mythos tomes, the Necronomicon. $21.00
12. **Xothic Legend Cycle** The complete Mythos fiction of Lin Carter. $18.50
13. **Nyarlathotep** The Mighty Messenger of the Outer Gods, Nyarlathotep has also been known to deliver tidings from the Great Old Ones. All of these stories revolve around this god of a Thousand Forms. $18.50
14. **Singers of Strange Songs** Eleven new tales of horror, as well as three reprints of excellent but little known work by Mr Lumley. $22.00
15. **Scroll of Thoth** Twelve tales of the Cthulhu mythos by Richard L Tierney, all focusing upon Simon Magus and the Great Old Ones. $22.00
16. **The Complete Pegana** Newly set versions of Dunsany's first two books, Gods of Pegana and Time and the Gods. $22.00
17. **The Innsmouth Cycle** The Taint of the Deep Ones in 13 tales, including the spectre of nuclear weapons, a Freedom of Information Act searching the government coverup of Innsmouth. $24.00
18. **Tales of Innsmouth** A shadow hangs over Innsmouth, home of the mysterious deep ones and the secretive Esoteric Order of the Dagon. An air of mystery and fear looms…waiting. Feb. $22.00
19. **The Book of Eibon** A tome so ancient that it was originally written in the Hyperborean language, long before Atlantis. *March.* $22.00
20. **Nightmare's Disciple** This first full-length Cthulhu novel contains a wealth of terror. About an insame cultist bent on freeing a monstrous goddess from imprisonment. Opposing him is a dectective. Set in the modern world, mature readers only..*April.* $25.50
21. **The Ithaqua Cycle** Includes 13 tales related to Ithaqua, the Wind-Walker. *May.* $22.00
22. **Alien Intelligence: Delta Green** By Pagan Publishing. Eight tales of cosmic horror and personal apocalypse, as the agents of Delta Green, now working without any government support, continue to fight against the rising tides of darkness. $20.00

Champions

Champions has been sold to Hero Games by R.Talsorian Games.

CHAMPIONS: The New Millennium SUPER HEROES The world of flying super heroes and super villains. By R.Talsorian Games & Hero Games. With 200 pages, 16 in color, this all new edition of Champions features the new combined Hero/RTG system, FUZION. The old Champions are all dead, but their enemies now prey on the world. Dr Destroyer, Black Paladin, Mechanon, Eurostar, to name a few, are bigger and badder than ever. Only you can stop them. You have newfound unearthly powers, but are you tough enough for the job? Features a powerful story driven setting, you can create the superhero *you* want to create; and you can design super powered weapons, martial arts and vehicles. With complete character write ups for the new Champions and their enemies, history, organisations, Bay City. $42.50

Champions: Alliances You can't do it alone. You can do things that most people only dream about, but being a hero is a hard job - you need alliances. But not just heroes need allies, the bad guys need allies too. Now get the inside data on the Guard, the Arcadian Academy, the Scions of Caine, Odyssey Research Institute, over two dozen new high powered characters, two new settings, etc. $23.50

Champions: Bay City Information on Bay City, where some of the greatest heroes and harshest villains on Earth call it home - it's the paranormal capital of the world. Details regions, neighborhoods, 30 hot spots, 20 new heroes and villains, new powers, etc. $34.00

Champions Worldwide Key cities like London, Paris, Rome, Cairo, Hong Kong and more are detailed as a tightly woven series of stories takes the heroes on a worldwide quest. New villains, new cities. *Due Feb.* $34.00

New Bedlam Asylum Dark Champions series. Takes you on a descent into madness, as you journey through the inferno of the psyche. A complete sourcebook of a very twisted setting for any modern or near-modern game, including Champions and Dark Champions. *Due March.* $47.50

The Ultimate Martial Artist 2nd Ed All the real-world martial arts plus many fictional styles, over 100 in all. Lets you create your own martial art styles, also martial arts weapons. *Due Feb.* $47.50

Changeling

CHANGELING: THE DREAMING 2nd Ed RPG The last game in White Wolf's World of Darkness setting, which includes Vampire, Werewolf, and Wraith. Enter into the realm of modern fantasy! Here faerie knights battle for control of ancient fiefdoms under the very noses of the mortal world. This game is filed with fantastic beings of myth and legend, from the towering honorable trolls to the sly and elusive sluagh to the mischievous pooka. These children of the Dreaming find themselves trapped on Earth, the ancient pathway to their home closed seemingly for ever. In order to survive they mask themselves in human guises and even live normal lives. This new edition does not use cantrip cards! 294 color pages. $54.00

Changeling Dice Ten D10 dice with bag. $14.00

Changeling Player's Guide Here you learn new secrets behind the origins of the nine kith. Discover the 13th kith of the Nunnehi Nations. Delve into the secrets of new Arts, and explore new Legacies and backgrounds. $37.50

Changeling Storytellers Guide Clarifications of existing rules, guidelines for maximizing use of chimera in your game, a complete FAQ list, & expanded rules for diceless roleplaying. $33.00

Changeling Storytellers Screen 2nd Ed Screen containing all the most useful charts; an introductory story, crossover rules. $25.50

Dreams and Nightmares Enter the world of myth and dreams. Many changelings venture into the Dreaming in search of their nearly forgotten paradise, Arcadia. Others come here in search of treasures and Dream stuff, others for adventure. $27.00

Freeholds & Hidden Glens Freeholds, concealed from the eyes of mortals, are places of splendor that dot cities and countrysides across the Earth. Any site where changelings gather may become a freehold, and some ancient glens containing natural wellsprings of Glamor still exist today. Explores seven freeholds. $25.50

Immortal Eyes: The Toybox San Fransisco, site of the resurgence of the fae on Earth. This city is perhaps the most important to the fae, for the Glamour is more powerful here than in any place on Earth. No other city contains more freeholds & magical sites than this one. $25.50

Immortal Eyes: Shadows on the Hill Welcome to Hawaii, one of the world's natural splendors. From its glittering waterfalls to its fiery volcanoes and black sand beaches. Hawaii is considered to be one of the most beautiful places in the world and a haven for Kithain seeking to flee the ravages of Banality. $10.00

Immortal Eyes: Court of All Kings The Emerald Isle. Ireland - the heart of Celtic myth & legend. Here is a land divided by petty kings, a land of ancient mysteries & of powerful magic. And most sought of all is Sivler's Gate, the last gate to Arcadia - hidden along the island's rocky shores. $25.50

Inanime: The Secret Way The few remaining vessels of the Dreaming endure in the hidden corners and secret enclaves of the world, remembering as best they can the lost days. They are the Inanime, the last children of the Great Slow Empires that now sprawl across the Earth in mute, immobile ruins. Sourcebook. $32.00

Isle of the Mighty Journey to a land of ancient magics and hidden wonders - the isle of Great Britain. This *Changeling/Mage* crossover explores the hidden realms and secret societies of both mages and Kithain. $37.50

Kithbook: Nockers Although nocker creations are highly prized among the kingdoms of the Kithain, most changelings bear little love for these dour and foul-mouthed tinkers. So brusque is nocker personality that few take time to get to know them. $20.00

Kithbook: Satyrs Wild passion is at the heart of all satyrs. Yet they are held in high regard for their wisdom. With a complete history from their origins in ancient Greece to the modern day, new merits, flaws, and treasures only available to satyrs. $25.50

Kithbook: Sluagh Known as whisperers in the darkness, these Kithain are a mystery. Explore the secrets of these most elusive fae..but beware, there are some secrets best not learned. $20.00

Kithbook: Trolls Truth, honor, justice. It is for these things that trolls stand. Silent and strong, the trolls are often looked upon the protectors of fae kind. But once the trolls ruled the kingdoms of the fae, and maybe will again one day... for now the trolls continue their silent vigil - watching, waiting. $20.00

Kingdom of Willows The tranquil South holds the promise of endless summer for the Kithain of Concordia. But promises fade, dissolved by unspoken rivalries and dark despotic dreams. Beneath the gilded mask of Sourthern Hopitality, a madman's ambition gnaws at the heart of the land. Amid a flurry of hopes and dreams, High King David and his new queen, Faerilyth, begin a grand tour of Concordia in King Meilge's realm. Then disaster strikes. $30.00

Land of Eight Million Dreams Details an entirely new setting - China, a land where divided by both form and court, the hsien (changelings) struggle to survive in a world of mortals who have turned their backs on the spirit, and a world where other supernatural beings would destroy them. $32.00

Nobles: The Shining Host From time immemorial the noble sidhe have ruled the fae. Learn their secrets of power: how and why they maintain their chokehold over the commoners. This book covers the history of the nobility, from their return in '69 and the Accordance War which followed. $20.00

Noblesse Oblige: The Book of Houses Since the Mythic Age, the noble houses have been hailed as the leaders of the fae. Though most know only a little of these houses, few truly understand them. Finally, here is a discourse on the five most powerful houses. $30.00

The Autumn People The world is a deadly place for the fae. Autumn People are everywhere - they bring dullness and tedium to the world. They destroy both chimera and changeling alike. The Dauntain are dark and twisted, & hunt and destroy the fae. $20.00

The Enchanted Sometimes the mortal children of Kithain are chosen by the Dreaming to be part of the world of Enchantment. Though not truly changelings, these people can interact with the fae and are often swept up in their adventures. $25.50

The Shining Host Live roleplay Changeling rules. Welcome to the world of the Dreaming, where the dreams are real. This book has everything you need to bring the magic and mystery of *Changeling* into a live action setting. From chimera to cantrips, satyr debauchers to sidhe nobles. And they're waiting for you. $27.00

CHANGELING NOVELS

1. The Splendor Falls
Baby switching, mischievous tricks, magical abilities. You've heard the stories and legends, but what is the truth about faeries and changelings? $10.00

Immortal Eyes Trilogy

2. Shadows on the Hill The six changelings are trying to find a way back to the land of the dreaming, but so is the Forsworn prince, but for his own dark purposes. Can they stop him? $10.00

3. Court of All Kings One of the Changelings' own has betrayed them. Now he sails for Ireland, ancient home of the sidhe, accompanied by the forsworn Prince, who has three of the faerie treasures known as Immortal Eyes. The remaining oathmates must follow in search of the 4th and final Eyestone. $10.00

Chivalry & Sorcery

MEDIEVAL FANTASY One of the all-time classic medieval role playing games, now in its 3rd Edition. **By Highlander Designs.**

CHIVALRY & SORCERY This new 3rd Edition has a character creation system for both point based and randomly generated characters, or a mixture of the two, in about half-an-hour. Optional rules allow for special abilities, flaws, determining your character's Astrological sign and much more. There are 16 character vocations, a new Skillscape system which allows any character to develop any skill; there are over 250 skills; a new Crit Die system, which allows for quick and realistic results. You need three 10-sided dice. There are seven mage vocations, heaps of spells, rules for creating magical devices, over 175 magical materials, and rules governing the creation of a Mage's focus. The game is set in late thirteenth century Europe, but includes a huge magical/fantasy element. 200 pages. $34.00

Anderia Further explore the world introduced in The Dragon Reaches of Marakush. Enter the region of Anderia, partake of the lush and verdant geography, marvel at the inhabitants & their politics. $30.00

Chivalry & Sorcery GM's Handbook All the info the GM needs, including awarding experience, designing your own adventures, creating monsters and creatures, how to run a feudal setting, and a complete fantasy setting, including map. $30.00

Chivalry & Sorcery GM's Shield Your typical GM screen as well as a 16 page booklet with a scenario guide and seven new magical devices of power. $18.00

Creatures Beastiary Hundreds of creatures, animals and monsters, demons, dragons, giants, faeries, trolls, undead, etc. Pictures for each, and heaps of variants on most creatures; new rules for monsters and flying creatures. $39.00

Stormwatch Your party has been charged with creating a buffer zone between the nation of Elb and the advancing Orc horde. For 4 - 8 characters of 1st to 3rd level. With eight character cards. $13.50

The Black Dragon Reaches of Marakush Sourcebook that presents a complete fantasy world, including an overall history, wide range of different settings, races, religion, magic, languages, currency, gazetteer, timeline, social background tables, new creatures and technology levels. $25.00

Conspiracy X

CONSPIRACY X RPG Based heavily on the X-Files. By New Millennium Entertainment. You work for a secret US government organisation, Aegis, who has been aware of extraterrestrial presence on Earth for over forty years. You monitor alien activity and attempt to counter alien endeavours that you feel threaten humanity. But you go head-to-head with another secret US government organisation, "Black Book". This organisation co-operates with the aliens, assisting in alien abductions of humans and hideous genetic experiments, in building and maintaining alien bases on earth, and in trading technology. But this other organisation has more money, better equipment such as alien technology and psychers, etc, so right from the start your work is cut out for you. 224 profusely illustrated pages. $51.00

Aegis Handbook You are mankind's only hope. What they don't know will hurt them and keeping the truth secret is the only way to protect them. With expanded Aegis recruitment, new backgrounds, more character traits and the newest equipment. Details how to conduct investigations & cover-ups. 160 pages. $42.50

Atlantis Rising The most human of all aliens, the Atlaneans may be humanity's greatest enemy or our only hope. Immortal, invulnerable, possessed of astounding technology, they sit astride the pinnacle that mankind hopes one day to achieve. With history, culture, nanotechnology, NPCs, adventure. $32.00

Conspiracy X Game Master's Screen GMs Screen filled with easy reference charts and tables. Also has a 48 page booklet detailing a pregenerated AEGIS team with complete bios, stats, & cell info. Also a mission. $27.00

Cryptozoology Cryptozoology is the study of unknown terrestrial lifeforms. We know them as Big Foot, Sasquatch, Loch Ness Monster, Yeti, etc. All these and more are revealed in this book. This 128 page book also introduces two new organizations, the Royal Cryptozoology Society & Titandae. $32.00

Exodus: Saurian Sourcebook 65 million years ago they fought a war on the Earth so devastating that it nearly destroyed the world and everything on it. Those who survived fled to the stars, looking for a new home. Now they are back amongst us, hiding their reptillian forms under false human flesh, and many more are on the way here. The true battle will soon begin. Has their technology, history, culture, spacecraft, eight nations, etc. $33.00

Forsaken Rites The supernatural sourcebook. Has new descriptions of incarnate, ghosts, demons, and other supernatural beings. An extensive grimoire of rituals, a history of magic. New rules for using rituals, exploring supernatural sites, and battling corruption. And a full adventure. $28.50

Nemesis: The Grey Sourcebook Thousands have reported seeing flying saucers and little gray aliens. Hundreds have described horrifying abductions and experiments. Aegis operatives have been watching Grey activity on Earth for decades, and they are no closer to the truth - until now. This book explains all. $30.00

Psi Wars: Bodyguard of Lies 1 Using nightmares as weapons, the enemy threatens to drive the most powerful among us insane. Includes an adventure pitting your agents against this terrifying psychological menace, new weapon and vehicle stats, hazardous materials, etc. $28.50

Shadows of the Mind Using psychics as pawns in its struggle for world domination, Aegis has created several successful programs to develop and utilize psychic powers, all of which was hidden behind masks of secrecy. Details the governments horrific experiments, the Soviet connection, mind control technologies, etc. $32.00

Corps

CORPS RPG By BTRC. A complete generic RPG that lets you do what *you* want to do. Simple rules you can remember. Dice you don't have to use. From swords to psionics, magic to machine guns, past, present, future. $37.00

Cyberpunk

SCI-FI A hyper-tech near-future of corporate wars, bio-engineering, cybernetics, designer drugs, manic street gangs and a neon-frenzy computer netherworld - very atmospheric. A superb, fast moving RPG. **By R.Talsorian Games.**

CYBERPUNK 2nd Edition R.Talsorian Games have finally reprinted the 2nd Ed Cyberpunk roleplaying game, which has been out of print for months. (It could be another year before we see a 3rd Edition.) $42.00

CYBERPUNK 3rd Edition In 2022 the two mightiest corporations in the world went to war, and touched off a blaze which engulfed the globe. That was years ago. Things have settled down since, but nothing is the same as it was...This new edition of Cyberpunk will be advancing the timeline forward from 2020 by a few years, and adding some new elements which will give the setting a more post-modern, as opposed to post-apocalyptic, feel. Features the new FUZION system, like Bubblegum Crisis. *Due March '99?* $45.00

Blackhand's Street Weapons 2020 A complete compilation of statistics and information on every knife, pistol, SMG, bullet, grenade, and piece of personal artillery available in 2020. Prices, damage capabilities, availability and illustrations so you'll know whether that Boosterganger is pointing a peashooter or a hand cannon at you. **$13.50**

Chromebook # 2 One of the most popular Chromebooks is now back in print. Covers new cyberware including a remote, removable eye, equipment, weapons, including the Rhinemetall Railgun and the Anti-Matter Rifle, both great for dealing with all forms of power armor and metalgear. Also details heaps of new full-body replacement packages - the latest trend in survivability; chameleon devices, etc. *Due back ever?* **$23.50**

Compendium of Modern Firearms 224 page comprehensive sourcebook covering everything from pistols & sniper rifles, to grenade launchers & night vision goggles. Illustrated with photos. **$39.95**

Corp. Book III Features the energy giants - Petrochem and SovOil, details holdings, personnel & equipment, as well as backgrounds on the international power industry and the 2nd Corporate War. **$16.95**

Cybergeneration 2nd Ed It is 2027. The Cyberpunk movement is dead, crushed beneath the jack boots of the Incorporated States of America, a tyrannical techno-government that rules through media, money and unstoppable cybernetic might. But a new force has taken to the street to carry on the battle their parents lost. Raised on danger and deception, forged in the fires of a mysterious nanotech plague that has ravaged the 21st century, the handful of angry juvegangers now wield incredible powers that defy both science and cybertech. They are the Cybergeneration. **$37.50**

Deep Space 2nd Ed Near Orbit, updated to 2020, with report Mars exploration, maps of the O'Neil orbital colonies, moon colonies, more ships, & some Orbital politics. **$20.00**

Ecofront For Cybergeneration, an info packed journal outlining a specific aspect of the CyberRevolution. In this volume you get the basics on fighting the war for the environment, with information on various Eco-groups, the state of the ecology, and the tools of bioengineering. You can run a strike with the EcoRaiders, etc. Includes the new cyberevolved scouts. **$16.95**

Edgerunners Inc Wanted: Talented individuals possessing high-tech weaponry and grey to black cyberware for extraction, body-guarding, asset acquisition, smuggling, investigation, demolitions, code-cracking, repossession, damaging corporate property, and engagement in other profitable but only remotely legal operations. **$20.00**

Firestorm: Stormfront The first of two books presenting the events and participants in the Fourth Corporate War. This one focuses on the early stages of the War between OTEC & the Eurocorp CINO. Soon Arasaka and Militech are drawn into the conflict. With water technologies and warfare and the growing sniping war between the corps. This book is the connection between the current edition of Cyberpunk, an the new 3rd Ed coming out next year. **$30.00**

Firestorm: Shockwaves The second of two books presenting the events and participants in the Fourth Corporate War. Now, as brutal battles continue between Arasaka and Militech, cities around the globe turn to rubble. No more covert operations, edgerunners and troops are holding gun battles down the main streets of cities around the globe. Tons of new information. **$29.00**

Home of the Brave Major sourcebook of the USA in 2020. Includes all 50 States, history of America's fall, the New America with work, education, religion, family, entertainment, etc; the Government, the Armed Forces organisation, history & equipment, creating military characters, & the state of the Union. **$23.50**

Land of the Free The first boxed supplement for Cyberpunk. Your team of edgerunners is hired to take a scientists daughter from New York to Night City - and so begins an adventure of betrayal, secrets, and danger. Nothing is as it seems. With a 120 page adventure book, 2'x3' map of the USA with all major cities, cardstock vehicle plans, business cards, clues. **$30.00**

Live and Direct In the 21st century, no one and nothing has more effect on the people than the media, its creators, and its reporters. Military strength and economic might are hallmarks of nation-state and mega-corp alike, but it is influence - the ability to shape perceptions, opinions, and even emotions of billions of people worldwide - that ensures the power of the media. **$20.00**

MediaFront The nation's populace is fed an unending stream of propaganda and psychological sedatives via the myriad forms of electronic entertainment which permeate ISA culture. Can the Cyberevolved break the iron grip the government has on the minds of the masses? For Cybergeneration. **$16.95**

Neo Tribes In 2020s America, the Urban Sprawls that seem to stretch on forever are dwarfed by vast expanses of open country, abandoned after the collapse. Areas once choked with cities and humanity are now home only to lonely ribbons of asphalt, , jackrabbits, and the Neo-tribes, nomads who have given up life under fluorescent light & eating pre-pack, in exchange for starlight, freedom & a life of riding the range, living their own way. **$20.00**

Pacific Rim Sourcebook The Pacific Rim. The name conjures up images of high-tech glitterlands. Here every dream can come true, realised by the tech-wizards of the Orient. But under the Westernised exterior lie traditions thousands of years old, and beneath the clean streets lurks a shadow world more sinister than any American sprawl. Covers from Hawaii to China, Japan to New Zealand and Australia. The Rim has it all, smuggling, piracy, and revolutions. **$23.50**

Rache Bartmoss' Brainware Blowout Like Blackhand's Weapons, this book gathers and presents all the software, cybermodems, and computers from all Cyberpunk books. Also stats from all the new stuff in the Netrunner Trading Card game. Tons of illustrations. **$23.50**

Rough Guide to the UK Great Britain, the birthplace of Punk music, punk fashion, and Punk attitude. There's a Queen on the throne now but martial law still rules a quarter of the country. The book also covers media, society, a general overview of each administrative region, such as Scotland, Sussex, Wales, etc. **$20.00**

Solo of Fortune II 96 pages including America's top ten solos, the latest in walking vehicles and heavy armaments, full-borg Adam Smasher speaks his mind, civilian and military trends over the next ten years, lots of interviews, info behind the iron curtain, South America, etc. **$23.50**

Tales from the Forlorn Hope Contains 8 adventures that begin in a bar where SouthAm vets hang out, includes a corporate extraction with a twist & a monster hunt in the wilds of Eastern Europe. **$16.95**

VirtualFront Rache Bartmoss returns from the grave again to lead the Cybergeneration on an invasion of the global computer net. For Cybergeneration. **$20.00**

Wildside Sourcebook on the man in the middle - the fixer. Lets you dive into the hi-rise world of financial factors, backstage manipulations of agents & managers, the info bros, specialising types of fixers, eg. lowlife Leeches, Go-Betweens, create your own "organisations', etc. **$20.00**

When Gravity Fails Sourcebook for a dark-future Moslem ghetto in the Middle East. Features notes on Islam in the future, personality chips, gender-engineering, mind drugs, & a sexy adventure. From the novels of George Alex Effinger **$20.00**

Dark Conspiracy

DARK CONSPIRACY 2nd Ed Referee's Guide Shapes that rip and tear. Shadows that live in corners. Windows in space and time that elad to realms of madness and decay. A dark, lurking horror that feeds off the echoing anguish of a billion souls. When an ancient, brooding evil is released from its dimensional prison, humanity's worst nighmares come to life. Set in the near future – can you turn back the forces of darkness? Contains material from the previous version of the main RPG, Dark Races and Proto-Dimensions, a large section on new dimensions to explore, and adventures. *Due Jan.* **$38.00**

Dark Conspiracy 2nd Ed Player's Handbook A new dark age has come, and the world desperately needs new heroes. This player's handbook contains all the rules to create and run characters in the world of Dark Conspiracy, including material from the previously released game, Dark Tech and Empathic Sourcebook. Has revised character sheets, an expanded equipment list, and empathic abilities section. *Due Jan.* **$38.00**

Dark Conspiracy 2nd Referee's Screen Typical GM screen plus a 48 page adventures taken from Ice Daemon and Nightsider. *Due Feb* **$38.00**

Dark Rumors Vol 1 Two adventures. Characters must make a mystic trip to Moscow for the knowledge needed to save New Boswash. Then characters must search for a 1,000 year old wizard and his talisman. *Due March.* **$38.00**

Dark Rumors Vol 2 Two adventures. In New Orleans, people are disappearing, and something in the swamps north of the city is responsible. In Hellsgate, characters travel beyond the asteroid belt to unlock a gate to hell. Life is about to become terrifying! *Due April.* **$38.00**

Deadlands

DEADLANDS RPG The Wild West in the 1870s USA, but with many differences - one being that Cthulhu has visited the game! By Pinnacle Entertainment. The year is 1876, but the history is not our own. The American Civil War rages on, neither side able to establish a clear advantage. A large portion of California has fallen into the sea. The Sioux Nations have reclaimed the Dakotas. And the dead walk among us. Players take the roles of hexslinging Hucksters, Mad Scientists armed with weird, steampunk gizmos, deadly Gunfighters, fearless Indian braves and wizened Shamans. In 1863, a vengeful warband called the Last Sons unleashed the manitous (like Cthulhu monsters etc) upon humanity, and nothing has been the same since. A few relentless heroes have returned from the grave to battle the abominations of these new myths and twisted legends, and their mysterious masters, the Reckoners. **$55.00**

City O' Gloom This boxed set covers the area in and around what was once Salt Lake City. Includes 128 page sourcebook which covers the history and current state of affairs, 32 page digest on augmentations of the human body, 32 page book of new hexes, a complete popular bloodsport game, full color two sided poster map, card pieces for the game, and card inserts. **$55.00**

Deadlands Poker Deck Two complete decks of playing cards with the most wicked Weird Western art. **$32.00**

Deadlands T-Shirt XL T-shirt saying *I Am the Law!* **$32.00**

Devil's Tower Part 1: The Road to Hell A chain of events begins unfolding in *City O' Gloom* that will change the Weird West forever, beginning with the murder of some of Professor Darius Hellstromme's scientists. Can be played with *City* or by itself. **$19.00**

Devil's Tower Part 2: Heart O' Darkness The jewel named Heart O' Darkness is apparently in the impenetrable prison fortress on Rock Island. Can you break *into* the prison? **$19.00**

Fire & Brimstone Rules for how to play blessed folks from many major faiths, from Bible-thumping Christians to enigmatic Buddhists. There are also more than 60 miracles for the faithful, two dozen all-new gifts and 20 different forms of divine intervention, plus a spine-tingling adventure. **$36.00**

Ghost Dancers Packed with everything you need to play Indians. It's got new Edges, Hindrances, Knacks and gear, 40 shamanic favors & 15 rituals. Notes on the differences between the tribes, six kinds of shamanic medicine, & the legendary hunting grounds. **$35.00**

Hucksters & Hexes Hucksters draw their knowledge of magic from cryptic codes scattered through *Hoyle's Book of Games*. Reveals Hoyle's secrets and 100 new hexes & arcane lore. **$35.00**

Law Dogs Blam! Blam! "Stop or I'll shoot!" Shoot first and ask questions later – if the thing you shot is still twitching. This is the sourcebook for the lawmen of the Wild West, with over 100 guns, rules for hexslingers, updates to the combat system, etc. **$38.00**

Marshal Law Revised Your typical GM screen and two all new yarns chock full of horrific secrets guaranteed to send shivers down your hero's spine! Also a new character sheet. **$25.50**

Rascals, Varmints & Critters Over 50 kinds of things you'd maybe rather not run into on a moonless night (or at any other time, for that matter). Also new rules for animal sidekicks, new facts on undead, dozens of adventure hooks, etc. **$38.00**

Smith & Robards Mad scientists and their weird gizmos are the focus of this book done in the spirit of a famous catalog. Traditional weapons and elixirs, ornithopters, submersible boats, steam tanks, and other fantastic devices. **$36.00**

Tales O'Terror: 1877 Advances the Deadlands timeline one year. Heaps of detail about the current state of affairs in War Between the States, the Great Rail Wars, presenting heaps of mysteries. Also new rules for heoes and Marshals, etc. **$38.00**

The Book of the Dead Draws back the curtain of death and reveals the secrets of those who have been beyond the veil-and back. These die-hard heroes live with the curse that while they should be pushing daisies, an evil manitou has hooked into each of their souls, keeping them from rightful rest. Contains rules for generating and running undead characters in the game. **$36.00**

The Quick & the Dead The guide to the weird west, including the election of '76, the Great Rail Wars, the twisted tales of the High Plains, the low-down on towns such as Deadwood, Tombstone and Dodge, new rules for posses and Marshals, arcane lore on knacks, relics and duels. A 144 page hardback book. **$47.50**

Twisted Tales This here book's got space in it for you to record your posse's wanderings in the Weird West, plus there's a deluxe character record sheet, and rules for giving faithful writers a bonus for their efforts. **$8.50**

Weird Wailin's The Deadlands music CD! About 60 minutes of music to set the scene when roleplaying the game. **$27.00**

DIME NOVELS

Perdition's Daughter Ronan Lynch, Bad Luck Betty and Velvet Van Helter had no idea what they were up against when they took on a job to free a rich man's son from the religious cult he'd joined. It all seemed simple enough. Contains a novelette and small adventure. **$8.50**

Independence Day Celebrate the 4th of July in the Disputed Lands! Ever since he turned up dead, Roman Lynch has been wandering around the Weird West, trying to stay out of trouble that follows him like a hungry bear. He ends up working with Wyatt Earp. **$8.50**

Night Train Our undead gunslingers next adventure finds him in the town of Varney Flats just as the ominous Night Train rolls into town. This is the third Dime novel, including an adventure. **$8.50**

Strange Bedfellows The fourth Dime novel. Ronan Lynch doesn't know what's in store for him when he checks out that mysterious Wasatch camp basking in the light of the full moon. But it's more than he bargained for. **$8.50**

Ground Zero Ronan Lynch's friends are in the worst spot of their lives. Not only have they failed to stop Billy Stormwalker from destroying a sacred caern in the Savage West, but they've lost Ronan to an evil manitou. **$8.50**

Savage Passage Ronan and his werewolf companions attempt to foil the plans of the nefarious Doctor Helstromme, who is planning to destroy the Garou's sacred caern. Includes rules for converting characters from Deadlands to Werewolf:Wild West. **$9.00**

Adios, A-Mi-Go! Ronan and his bunch find themselves up against the Cthulhu Mythos as time and space are bent all to Hell. **$9.00**

See Deadlands in the Miniatures section for The Great Rail Wars and range of miniatures.

Deadlands Hell on Earth

Futuristic Wild West The horrific and fantastic Wild West in the 2090s USA! **By Pinnacle Entertainment**

DEADLANDS: HELL ON EARTH RPG The year is 2094 AD, but the future is not our own. The Last War ended 13 years ago when the supernatural doomsday bombs fell, killing billions and terrorforming the world into a vast Deadland, allowing the mysterious and powerful Reckoners to manifest in the flesh. These unholy beings rampaged across the Wasted West, decimating the survivors of the Apocalypse, and then they suddenly disappeared. Since then, humanity has struggled to rebuild. The cities shudder beneath still howling storms. In this complete RPG, players take on the roles of radslinging Doomsayers, Law Dogs, brain-burning psykersi righteous Templars, scavenging junkers, or simply gun-toting survivors. This is a hardcover edition. **$57.00**

Brainburners Sourcebook on the sykers of the Wasted West. Reveals their darkest secrets, 40 new powers, new Edges, new Hinderances, even high-tech devices and weaponry. Also a full length adventure. 128 pages. **$37.00**

Hell or High Water Life in the Mississippi Delta is real hard, with roving undead minions from the Necropolis within spitting distance. And somewhere out in the steamy swamps, a great evil has been awakened… **$18.00**

Radiation Screen The typical GM screen plusa full length adventure called Apocalypse Now! where the characters have to find an irradiated ghost-rock bomb. Also has character sheets. **$28.50**

The Wasted West New rules including things ranging from witch's spells to powered armor, new Edges, Hinderances, full-color archetypes, and gear. Also a first-hand account of the Wasted West. Hardcover, 160 pages. **$45.00**

Advanced Dungeons & Dragons

By TSR

Intro to Dungeons & Dragons

Dungeons & Dragons Game The ultimate introduction to the greatest roleplaying game of all time. This boxed set contains clearly written rules designed to familiarize new players to the D&D experience. Pre-generated character folders allow players to start their adventures quickly. A 32 page adventure book teaches the new DM everything he needs to know to run the game, through an exciting scenario. *Due April.* **$30.00**

Dungeons & Dragons Fast-Play Game

D&D Fast-Play Game: Wrath of the Minotaur Perfect for introducing new players to AD&D. Includes the D&D Fast-Play Game, an extended step-by-step tutorial for new DMs by one of the top game designers, and an exciting adventure that takes starting heroes into a terrible dungeon to face the wrath of the dreaded minotaur who resides there. **$9.50**

D&D Fast-Play Game: Eye of the Wyvern Perfect for introducing new players to AD&D. Includes the D&D Fast-Play Game, an extended step-by-step tutorial for new DMs by one of the top game designers, and an exciting adventure that takes starting heroes into the uncharted wilderness to face the fury of a dragonlike wyvern. *Due Feb '99.* **$9.50**

INTRODUCTION

The Audio Introduction to the AD&D Game Epic roleplaying adventures with knights, dragons and magic. Picture a world filled with monsters, treasures, and daring deeds waiting to be done Imagine crumbling stone towers and mysterious underground dungeons waiting to be explored and plundered. Imagine yourself as a mighty hero, a cunning wizard, or a stealthy thief, facing every adventure with your sword or magic. A complete introduction to playing AD&D - this boxed set has everything you need to get started playing the most popular fantasy roleplaying game, and includes an audio CD to help you to learn! **$37.00**

CORE RULES

Player's Handbook Revised 2nd Ed. The AD&D 2nd Ed Players Handbook has come out in a brand-new, all color hardback format, with a fresh and exciting layout and many dozens of new illustrations - a feast for the eyes as well as the imagination! Containing the newly updated and corrected 2nd Edition rules for players, 320 full color pages. **$55.00**

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Dark Sun

TSR has dropped Dark Sun, so these stocks are limited.

DARK SUN CAMPAIGN MATERIAL

DARK SUN Revised Campaign Setting The Dark Sun world has undergone a lot of changes since it was first introduced, changes that are reflected in this new campaign setting. It replaces the original boxed set while expanding beyond the Tyr region. Details Tyr, Dead Land, Bandit Kingdoms, Last Sea, Thri-Threen, Halfling Skyfarers, new expanded rules. And a psionic Primer featuring basic psionic rules & powers. $51.00

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Prism Pentad

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13. Evermeet: Island of Elves The details behind Malor the Beastlord's monumental attack on Evermeet are finally revealed. Thousands of years of scheming culminate in the final conflict, in which the vengeful beastlord and his cohorts attack the island itself. **Hardcover $35.00** Softcover *Mar*$13.00

14. Realms of Mystery Favorite Forgotten Realms authors spin tales of murder, suspense, and intrigue in these stories, including: the only clue to who's killing a party of adventurers is the letter 'H', written in the blood of one of the victims; a smiling ghost, etc. $10.00

15. The Glass Prison Vheod Runechild, half human, half fiend, flees the Abyss to find his human nature, only to discover the dangers from the nether region region respect no worldly boundaries. *Due April.* $11.00

The Threat From the Sea Trilogy

1: Rising Tide An evil warlord from the depths of the Trackless Sea rallies the undersea races of Toril in a surprise attack on the Sword Coast. $11.00

GREYHAWK

GREYHAWK The Adventure Begins At the heart of Greyhawk Adventures lies the city of Greyhawk. Open the gates to this fabled city, with its dozens of dungeons and countless adventures. Explore the lands of the Wild Coast, the Nyr Dyv, and the deadly Bright Desert. A DMs dream, this 128 page guide gives you what you need to start a Greyhawk campaign. $38.00

Greyhawk Player's Guide Enter the Flanaess lands - a crowded cluster of kingdoms and states, great and petty, struggling for survival and supremacy against one another and countless foes both internal and external. Learn about the nations and cities of the world of Greyhawk; the leaders and rebels that effect this war-torn land; the races and creatures that inhabit it. $26.00

Return of the Eight Evil forces are attempting to infiltrate a secret fortress and unlock vast magical power. And some old enemies of civilization in the Flanaess have returned, trying to dominate the world. Unless the characters can pull off some really big miracles, the City of Greyhawk will be destroyed. $25.50

The Scarlet Brotherhood The sourcebook on the shadowy villains of the World of Greyhawk, who have emerged from hiding to spread fear and terror throughout Tilvanot, Hepmonaland, & Amedio. *Due Mar '99.* $33.00

The Lost Tombs Adventure Modules

The Star Cairns Begins a new epic , the *Lost Tombs*. Omens have predicated doom for Greyhawk, and the heroes must explore the five treasure laden but cursed tombs of ancient kings and wizards for the key to turning it aside. But where is the fifth cairn? $22.00

Crypt of Lyzandred Part Two of the *Lost Tombs*. The heroes find a map to the fabled tomb of Lyzandred the Mad His final resting place is filled with deadly traps, cryptic clues, and a vast garrison of guardians. $22.00

The Doomgrinder Part Three of the *Lost Tombs*. Features a monstrous windmill called the Doomgrinder. According to legend, this windmill grinds out the worlds doom.. Hundreds of adventures have tried to enter & failed. $22.00

Classic Greyhawk

Greyhawk Adventures The hardback Greyhawk Adventures book, 128 pages which covers deities and clerics, new monsters, non player characters, spells and magic items, geography and adventures. TSR are re-releasing a new edition of Greyhawk next year, so this collector's item becomes even more valuable. $16.00

Greyhawk Monstrous Compendium The previous edition of the Greyhawk Monstrous Compendium, choc-full of beasties found in the Greyhawk world. Again, with the new Greyhawk coming out next year, this is a collectors edition. $9.00

DRAGONLANCE

DRAGONLANCE CAMPAIGN MATERIAL

Tales of the Lance A complete campaign package for the world of Krynn. An epic campaign of a terrible war and the righteous struggle against evil set in a magical land. This series builds upon the exploits of the players, as they create the valorous deeds of a small band of heroes whose difficult quest ends in a climactic confrontation that will decide the fate of an entire continent.Includes a 176 page book (covering history, geography, races, character classes, deities, monsters, artefacts, and more), a 4-panel DM's Screen, a deck of Talis cards, NPC data cards, and lots of maps (ruins, towers, crypts, etc). $37.00

Leaves from the Inn of the Last Home For reasons beyond the powers of my comprehension TSR have reprinted this nongamer's reference book, 256 pages of short stories, maps, recipes, songs, legends & other esoteric tidbit's to tempt the truly dedicated! $32.00

The Art of Dragonlance Saga At last - it's back! The visual creation of the Dragonlance World is depicted on top quality paper with art print after art print, with descriptions that include preparation sketches and ideas. $38.00

The History of Dragonlance Contents include interviews with authors Margaret Weis and Tracy Hickman and Artist Larry Elmore, an updated timeline of Krynn, descriptions of the line itself, and updated character references through Dragonlance the 2nd Generation. $25.50

DRAGONLANCE: THE FIFTH AGE

DRAGONLANCE: THE FIFTH AGE ADVENTURE GAME Magic has been transformed, the gods have left, and the Dragons rule! This game ushers in a new era of role-playing. A revolutionary new storytelling rules system not based on the AD&D rules allows anyone to experience the Fifth Age of Krynn. Key features are storytelling fate cards, a flexible system for creating your own magic spells, and new character races - minotaurs, centaurs, etc. Boxed set with three books, the Fate Deck of 88 cards, 18 character cards, and map. $47.50

A Saga Companion Answers rules questions and offers new ideas for hero creation including generating their backgrounds, alternate suggestions for magic use, and tips for introducing plot twists. $25.50

Bestiary Provides readers with an ultimate guide to the animals and creatures of the DL saga - beasts from the classic tales set during the War of the Lance, as well as new monsters from the Fifth Age. Full of color illustrations. $47.50

Citadel of Light This adventure and supplement explores the Citadel of Light, built by dwarves, protected by Solamnic Knights, sacred to pilgrims. Has two 96 page books and poster map. $38.00

Heroes of Defiance Rogues, spies, legionnaires, even kender can become champions of the oppressed. Here are rules for playing the bravest freedom fighters of the Fifth Age. The included adventure continues the saga of *Dragons of a New Age* series. $34.00

Heroes of Hope Part of the *Dragons of a New Age* adventure. Detailed source information lets you play Rose Knights, centaur shapechangers, Knights of the Skull, dwarven earth mystics, shamans, etc; plus an epic journey over land and sea to seek the Crown of Tides in a realm of aquatic elves - over a sea dragon lord's dead body! $34.00

Heroes of Sorcery Only a new magic hidden in history can defend Krynn against the dragons. New rules make sorcery even more powerful. The adventure included continues as the heroes discover that their foes, the dragons, may hold the secret to enchantments in the 5th Age. $34.00

Heroes of Steel First supplement for *Dragonlance the Fifth Age*. Provides players with a complete reference for the fighting men & women of the Fifth Age. Included is the 1st part of an epic adventure that sets in motion the Dragons of the New Age saga. $30.00

Palanthas A detailed look at Ansalon's best known city. Explore the Great Library, the underground thieves' network, the cursed site of the Tower of High Sorcery. Learn the never before learned history. With maps. $22.00

Seeds of Chaos The Chaos War Adventures, Vol 1. You can play either as the Dark Knights of Takhisis or the Solamnic Knights of Palanthas during the invasion during the Summer of Chaos. But the true enemy is yet to emerge – a horde of chaos monsters & demons ready to destroy both sides. $26.00

The Last Tower The Legacy of Raistlin. Explore the mysteries of the Tower of Wayreth. With a history of the towers, travelogue of the traps and treasures around Wayreth, a catalog of magical items, and a book containing scenarios. $34.00

The Sylvan Veil Saga Dragonlance Dramatic Supplement, includes the history, lore, legendary heroes and a quest beyond the magical Silvanesti Shield. Rich with source material and drama involving elves. *Due Feb '99.* $35.00

Wings of Fury A war of wyrms wastes the world in this climax adventure of the *Dragons of a New Age* epic. The heroes must turn back the tide of war with the Shadow Dragon. Also examines the life & goals of dragons, the history of Krynn told from their perspective, attitudes, agendas, powers, etc. $37.50

DRAGONLANCE THE FIFTH AGE NOVELS

1. The Dawning of a New Age The Chaos War is over. Magic has gone away...or has it? This novel begins the saga of the humans' struggle for survival in a war torn landscape as new threats loom at every turn. $10.00

2. The Day of the Tempest It is Krynn's darkest hour, but a handful of humans refuse to surrender. Spurred on by the sorcerer Palin Majere and armed with an ancient dragonlance, they stand up against the dragons. It may be their last act of courage. $11.00

3. The Eve of the Maelstrom The two most powerful dragon overlords clash in a showdown for ultimate rule over Ansalon! The Blue Dragon plots against Malys in a bid for dominance over the other dragon overlords and her fury at his betrayal is massive & fiery. $11.00

4. Relics & Omens Short stories set after the Chaos War and in the dawn of the Fifth Age. Old companions and fresh heroes. New and ever more fantastical creatures. Banished gods and lost magic. Dragon Overlords taking over Krynn. $11.00

DRAGONLANCE NOVELS

Dragonlance Chronicles

1: Dragons of Autumn Twilight Dragons have returned to Krynn. War and destruction engulf the land. But a woman with a blue crystal staff appears, and a quest is formed, as the woman, knight, kender, warrior, dwarf and mage search for the legendary Dragonlance. $12.00

2: Dragons of Winter Night The adventure continues.. treachery, intrigue, and despair threaten to overcome the Heroes of the Lance in their epic quest. Now they search also for the Dragon Orb. $12.00

3: Dragons of Spring Dawning Hope dawns with the coming of spring, but then the heroes, now armed with dragonlances, find themselves in a titanic battle with Takhisis, Queen of Darkness. $12.00

4. Dragons of Summer Flame Raistlin returns, and a new generation of heroes must defend Krynn against an ancient force of destruction. $12.00

Dragonlance Legends

1: Time of the Twins The War of the Lance has ended. Or has it? Raistlin intends that the darkness return. Only two people can stop him. Crysania, a beautiful cleric of good who is drawn to him like a moth to a flame, and Caramon, Raistlin's twin. They must travel back in time to save Raistlin. $12.00

2: War of the Twins Escaping the doomed city of Istar, Raistlin, now a powerful wizard, casts a spell that brings Caramon & Crysania forward to his point in time. Then he intends to enter the Portal and challenge the Dark Queen. But too late Raistlin discovers he is caught in a trap that will destroy him. $12.00

3: Test of the Twins Raistlin casts the magical spell that has cost him so much, and the portal opens...but at the same instant, Caramon operates the time travelling device. The fields of magic shift and collide. Caramon and Tas are flung off into an unexpected time and place where they make a horrifying discovery. Raistlin enters the Abyss to fight Takhisis. $12.00

Dragonlance Tales

1: The Magic of Krynn A collection of short stories including Tanis and Flint helping a young girl they find frightened and alone in the woods. Another story asks is Raistlin truly dead? There are tales of sea monsters, etc. $10.00

2: Kenders, Gully Dwarves & Gnomes A collection of short stories including three adventure seeking sons of Caramon Majere who lose a bet to a magnificently bearded dwarf and end up shanghaied on an incredible gnomish sailing vessel. $10.00

3: Love and War A collection of short stories, including the legend of Raistlin's daughter, a strange story by Caramon, a novella journeying into secrets of the heart and rumours about the past. $10.00

Dragonlance

1: The Reign of Istar A kender becomes a Solamnic Knight (almost). An ogre emerges as an unlikely saviour of the dwarven race. And gladiators compete in the bloodsport of Istar. $11.00

2: The Cataclysm The Kingpriest's arrogance brings the wrath of the gods upon Krynn. The result is the Cataclysm - chaos and anarchy, despair and villainy...and inspiring heroism. $11.00

3 : The War of the Lance Krynn is caught in the grips of a terrible war between the minions of Takhisis, Queen of Darkness, and the followers of Paladine and the gods fo good. Dragons clash in the skies, and a group of friends are forged together as a unit - the Heroes of the Lance. $11.00

DL Saga Heroes

1: The Legend of Huma A gripping story of Huma, the fabled Hero of the Lance. Traces his mysterious origins and his Oath to the Measure, his encounter with treachery among the Solamnic knights; his love for the Silver Dragon, and his final showdown with Takhisis. But who will win? $10.00

2 : Stormblade The powerful and secret Stormblade sword is stolen, and then turns up years later, setting in motion a series of deadly events. Only a heroic dwarf knows the magic of Stormblade, and he sets out to recover the weapon amidst a land rife with war and treachery. $10.00

3: Weasel's Luck Young Weasel is shoved into the centre of a centuries old curse. And together with the great Solamnic Knight Bayard Brightblade, and a none-too-bright centaur named Agion, they must overcome the schemes and traps of a sinister illusionist known only as the Scorpion. $10.00

DL Saga Heroes II

1: Kaz the Minotaur Sequel to the Legend of Huma. Stalked by enemies after Huma's death, Kaz hears rumours of evil incidents. When he warns the Knights of Solamnia, he is plunged into a nightmare of magic, danger, and deja vu. $10.00

2. The Gates of Thorbardin Beneath Skullcap is a path to the gates of Thorbardin, & the magical helm of Grallen. The finder of Grallen's helm will be rewarded by a united Thorbardin, but he will also open the realm to horror. $10

3. Galen Benighted Sequel to Weasel's Luck. Galen Pathwarden is still out to save his own skin. But when his brother vanishes, he forsakes his better judgement & embarks on a quest that leads to a conspiracy of darkness. $10.00

DL Saga Preludes

1: Darkness & Light Tells of the time Sturn and Kitiara spent travelling together before the fated meeting at the Inn of the Last Home. Accepting a ride on a gnomish flying vessel, they end up on Lunitari during a war. Eventually escaping, the two separate over ethics. $10.00

2: Kendermore A bounty hunter charges Tas with violating the kender laws of prearranged marriage. To make him return they took his uncle prisoner. He also meets the last woolly mammoth, and a crazy alchemist who pickles one of everything, including kenders! $10.00

3: Brothers Majere Much to Raistlin's irritation, Caramon accepts a job for both of them: they must solve the mystery of a village's missing cats. The search leads to murder, a thief who is not all that he appears, and a foe who is not what Caramon and Raistlin expect. $10.00

DL Saga Preludes II

1: Riverwind the Plainsman To prove himself worthy of Goldmoon, Riverwind is sent on an impossible quest: Find evidence of the true gods. With an eccentric soothsayer Riverwind falls down a magical-shaft and alights in a world of slavery and rebellion. $10.00

2: Flint the King Flint returns to his boyhood village and finds it a boomtown. He learns that the prosperity comes from a false alliance, and he is sent to his death. But he is saved by gully dwarves, who crown him king...$10.00

3: Tanis - the Shadow Years Tanis the half-elf once disappeared in the mountains near Solace. He returned changed, ennobled and with a secret. Tanis becomes a traveller in a dying mages memory, journeying into the past to fight a battle against time itself. $10.00

DL Saga Villains

1: Before the Mask Young Verminaard grows up unlovely and unloved, trading friends and family for a dark romance with an evil, mysterious voice, and the sinister weapon it comes to inhabit. $10.00

2: The Black Wing The rise and fall of an evil dragon. The black dragon Khisanth is awaken from a centuries long sleep, to find the world completely changed by the Cataclysm. She tries to find a rider worthy of her, but it proves difficult. $10.00

3: Emperor of Ansalon Vast armies surge across Krynn, spreading shadows of evil dragonkind over the land. All these horrific forces follow the commands of one man...Ariakas, the Emperor of Ansalon. $10.00

4. Hederick the Theocrat Hederick, the leader of the Seeker religion in Solace and self-ordained conscience of Krynn, leads an Inquisition to kill all who follow magic. $10.00

5. Lord Toede Vain, pompous, and unreliable, Slavemaster and Dragon Highlord Fewmaster Toded survives every evil trial and tribulation. $10.00

6. The Dark Queen Takhisis, the Queen of Darkness, spends her time plotting her escape from the Abyss. $10.00

Meetings Sextet

1: Kindred Spirits The reluctant dwarven hero Flint Fireforge is invited to the elven kingdom of Qualinesti, where he meets a young, unhappy elf called Tanis.When the elven princess Laurana declares her love for Tanis, a deadly rival frames him for murder. $10.00

2: Wanderlust When Tas accidentally pockets a magic bracelet, he becomes the target of a mysterious mage who covets the bracelet's power. Flint and Tanis form an alliance with a sea elf princess & the fabled phaethons to save both Tas & the Black Robes from a fate far worse than death. $10.00

3 : Dark Heart The story of beautiful, dark hearted Kitiara Uth Matar, from the birth of her two twin brothers, Raistlin and Caramon. Kitiara's growing fascination with evil and ceaseless search for her father throw her into the company of a roguish strange whose fate is intermingled with hers. $10.00

4: The Oath and the Measure Sturn grows from youth to manhood in Solace, guided by his absent father's Solamnic Code. Then he meets Caramon, and finds himself fighting the young warrior, much to Raistlin's delight. When Tas meets the three young men, he promptly adopts them, taking them home to Flint's house, where new friendships are born. $10.00

5: Steel and Stone Tanis, while on his way back from Qualinesti, encounters the beautiful Kitiara and rescues her. As the two travel together to Solace, rapport grows, creating a special bond that is later threatened by misunderstanding and conflict. $11.00

6: The Companions Together in Solace, the seven companions learn about friendship and laughter, love and contentment. An idyllic year of peace gives each of them strength and wisdom needed to forget the injustices of the past and to confront the challenges of the future. $10.00

Defenders of Magic Trilogy

1. Night of the Eye The three moons of Krynn align, and Guerrand is visited by a strange mage. He journeys to the Tower of Wayreth, survives an incredible test to become the High Defender of the magical Lost Citadel. Only then does he realise the enemies that he has made. $10.00

2. The Medusa Plague The people in Guerrand's home village are turning into snake limbs, etc, and thinking that he cursed them, his nephew comes looking for him. But this whole thing is a ploy to get Guerrand out of the Lost Citadel.. $10.00

3. The Seventh Sentinel The survival of magic is once again in question in Krynn. Will Guerrand and Bram DiThon be able to stop Lyim, the renegade wizard, before he destroys Krynn's magic. $10.00

Miscellaneous

1. Dragons of Krynn An anthology of dragon tails - oops - tales. $10.00

2. The Dragons at War Companion to Dragons of Krynn, features a new collection of stories. $11.00

3. The Dragons of Chaos New short story anthology features brave heroes, dark villains, differing races, and all varieties of dragons. $11.00

4. The Second Generation Two new stories by Margaret Weis and Tracy Hickman, dealing with the children of the Companions. It also contains three previous stories. $11.00

5. Murder in Tarsis Hardcover The story of a military consul in the army of Ansalon, who is sent to quell an uprising. A conspiracy is afoot to turn the tides of combat for personal gain, risking hundreds of lives in the forces of both Takhisis and Paladine. Sold Out

6. Tales of Uncle Trapspringer The story of Trapspringer Fargo, who, while on Wanderlust, unknowingly crosses paths with a pair of corrupt gully dwarves and a misplaced evil fiend, leading to madness, mayhem, and lots of problems! $11.00

7. The Soulforge Prequel to the Chronicles Trilogy, following Raistlin's journey from a six year old to becoming a wizard, but first he must survive the dreaded Test. $13.00

DL Saga Lost Histories

1. The Kagonesti The poignant story of the wild Kagonesti elves before and after the cataclysm. Long after the other elven tribes had taken to war, the Kagonesti continued to live in peace, until the War of Lance put an end to all harmony. $10.00

2. The Irda Blessed with exceptional beauty and intelligence, the high ogres, the Irda, developed an advanced culture that mysteriously disappeared. For the first time we learn how a legendary race fell from the grace of their gods. $10.00

3. The Dargonesti Tells the story of a wayward Qualinesti princess, her resourceful companion, and their experience as prisoners of a warlike branch of the elven races, the deep-sea-dwelling Dargonesti. $10.00

4. Land of the Minotaurs Minotaurs of Krynn embark upon a conflict against one another, clan against clan. But Kaz learns a terrible secret about the High Priest minotaur Jopfer - he is not what he seems, & all the minotaurs stand in peril. $10.00

5. The Gully Dwarves The muddled tale of the gully dwarves, one of the most maligned, yet remarkable races in Krynn. When this devious and funny bunch gets mixed up in the worst sort of trouble, they emerge victorious over the slimiest of villains. $10.00

6. The Dragons From the archives of Dragon history comes the story of two rival dragons who ultimately face each other in a showdown to determine the future of the world. $10.00

DragonLance Warriors

1. Knights of the Crown The exploits of heroes and villains of the War of the Lance. The Knights of Solamnia are an integral part of the history of Krynn. This follows the path of a novice knight who must learn loyalty. $10.00

2. Maquesta Kar-Thon Maquesta Kar-Thon races against time, high seas pirates, and her own trepidation`s to win her father's freedom. $10.00

3. Knights of the Sword The Knights of Solamnia were an integral part of the history of Krynn and the War of the Lance, but until now their exploits have only been told in the Legend of Huma. As part of the Warriors Series, the three ranks of the Solamnic knights will be highlighted. $11.00

4. Theros Ironfeld The legendary life of Theros Ironfeld, the mighty forger of dragonlances. We learn of his pre-war life as a gladiator, soldier, and mercenary among the minotaurs, & how he became a follower of Paladine.$10.00

5. Knights of the Rose The third quest of Sir Pirvan the Wayward culminates in his rise to the status of Knight of the Rose. As more Knights of Solamnia become corrupt, Sir Pirvan once again walks the fine line between his personal codes of honor, loyalty, and duty. $10.00

6. Lord Soth The tale of the infamous death knight Soth, once a mighty warrior, whose jealous passions and neglect of duty seal his doom of darkness and evil. Can he redeem himself? $10.00

7. The Wayward Knights Sir Pirvan is about to be put out to pasture when he again answers the call of duty, aided only by the knights he recruited so many years ago - the Wayward Knights. $10.00

Lost Legends I

1. Vinas Solamnus Chronicles the life story of the founder of the Knights of Solamnus. No knight was ever nobler, more spiritual, more idealistic than Vinas Solamnus...but he wasn`t always that way. The story of his early years, his education, and his crucible is truly one of the most famous lost legends of Krynn. $10.00

2. Fistandantilus Reborn Details a fiendish plot to revive the evil Fistandantilus, one of the most notorious villains of Krynn. He`s been dead for centuries, but his loyal followers have hatched a plan to raise him up again. Can Emilo the Kender prevent this? $10.00

The Chaos War

1. The Doom Brigade During the Chaos War, two isolated bands of disparate enemies - dwarves & draconians, the reptilian minions of Dragons - must unite for a common goal. Without an alliance, doom is assured for both parties - and the fire dragons, children of Chaos, are involved. $11.00

2. The Last Thane While the Hylar battalions are off fighting in the Chaos War, the lowliest clans plots insurrection, aided by demon creatures dispatched by Chaos. $11.00

3. Tears of the Night Sky A quest for the god Paladine becomes a test of faith for Crysania, blind cleric of Paladine. She is aided by a magical tiger companion. Also brings to life the story of Dalamar the dark elf. $11.00

4. The Puppet King As war and destruction spread across Ansalon, the elven ruler Gilthas must make a fateful choice, one that could spell victory or disaster for his people. *Due Feb`99.* $11.00

Bridges of Time Series

1. Spirit of the Wind Riverwind, the fabled plainsman, answers a call for heroes to aid the kender in their struggle against the great red dragon Malystryx, a dire new threat following the Chaos War. $11.00

2. Legacy of Steel The Knights of Takhisis are regathering in the evil city of Neraka, with plans to go to war. Sara Dunstan seeks to thrawt them by forming a new order of knights. But will it be enough? $11.00

3. The Silver Stair Goldmoon and her followers begin to build the Citadel of Light, to study a newly discovered magic. But two forces challenge her, a Solamnic Knight, and another hidden by mysterious & dark shadows. $11.00

4. The Rose and the Skull Weakened, their numbers shattered, the Knights of Solamnia look to the Knights of Takhisis. The alliance is forged, but the death of the Solamnic grandmaster causes problems. *Due March`99.* $11.00

RAVENLOFT

RAVENLOFT CAMPAIGN MATERIAL

RAVENLOFT 2nd Ed CAMPAIGN SETTING: DOMAINS OF DREAD Vampires, werewolves, terror riddled castles, and all things hair-raising come to AD&D in this campaign. This hardcover volume completely revises and updates the Ravenloft product line, transforming the demiplane of dread into a full-blown, ongoing campaign setting. With new rules on creating characters native to the domains, the magic system, and fear and horror checks. $54.00

A Guide to Transylvania The only traveller's guide to the heart of Gothic Earth. Here in detail is the setting for infinite adventures in the hunting ground of vampires, golems and werewolves. $22.50

Champions of the Mists A collection of popular heroic figures from Ravenloft novels, with full histories and gaming stats, rules for using fire-arms in the Lands othe Mists. $22.00

Children of the Night: Werebeasts Each of the 13 beasts in this book are presented with their own history, special curse, and mini-adventure, that will test the mettle and wits of novice and experienced players. $31.50

Children of the Night: Ghosts Thirteen restless spirits roam the lands, each one a unique entity with its own powers, story, and weaknesses. Each self-contained entry is suitable for any location within the Ravenloft setting, suitable for a brief encounter. $29.00

Children of the Night: Vampires Thirteen vampires and adventures featuring Count Strahd von Zarovich's goddaughter Lyssa, Jander Sunstar, and eleven other truly unique lords of the night. Complete biographical info for DMs to introduce each vampire into their campaigns is provided. $27.00

Forged of Darkness Discover many unique magical artefacts of the Darklords. The dark history behind each mystical artefact in this collection and the curse associated with it is revealed. $22.50

MC10 Ravenloft Monsters Describes a host of foul creatures from the fantasy-horror genre. $17.50

Masque of the Red Death & Other Tales A boxed set that adapts Ravenloft to play in an alternate reality Victorian-era Earth. 5 booklets, DM screen, 2 maps. $42.50

The Gothic Earth Gazetteer A complete sourcebook for *Masque of the Red Death*, with new info for gaming in the 1890s, complete history of that decade, 12 short adventures, etc. $17.00

Monstrous Compendium Ravenloft App #3 128 pages of more beasties to spring on unsuspecting PCs. $30.00

RR4 Islands of Terror 9 exotic islands whose lords are as malevolent as Ravenloft's core Darklords, from the bestial desires of the Hive Queen, to a once virtuous lady fallen from grace. $22.50

RR8 Van Richten's Guide to the Created Introduces golems, animated objects, & Frankenstein style monsters. Reveals their strengths and weaknesses & how to destroy them. $22.50

The Nightmare Lands A unique vision of one of Ravenlofts most mysterious domains, the Nightmare Lands. Heroes enter this realm only at the bidding of the night - when their spirits are drawn from their bodies and captured by the ruler of this land. Only by defeating the minions of Nightmare's mistress can they hope to escape. $34.00

The Shadow Rift In the wake of the Grand Conjunction, a gaping, mist-filled hole appeared in the centre of Ravenloft`s core. It`s up to the heroes to prevent one of mankind`s greatest enemies from finding his way through the ShadowRift. $39.00

Van Richten's Guide to the Ancient Dead The mummies of Ravenloft. There is more to these creatures than just crumbling horrors that unwind forth from their tombs. $20.00

Van Richtens Guide to Fiends This 96 page book details the creatures of the Outer Planes who find their way into Ravenloft and become trapped there. Instructs the reader on the origins, habits, and powers of the creatures and how to hunt and destroy them. $20.00

Van Richtens Guide to the Vistani Focuses on the wandering gypsies in the Demiplane of Dread. These evil gypsies once kidnapped Van Richten's son and sold him to a vampire. $20.00

Van Richtens Monster Hunter's Compendium Vol 1 Collected for the first time, Van Richten`s guides to vampires, werebeasts and golems. Updated and presented for use in any AD&D setting. *Feb`99.* $46.00

RAVENLOFT ADVENTURE MODULES

RE1 Adams Wrath A Frankenstein adventure, where PCs must try to stop Dr Mordenheim's hideous monster. $17.00

RM3 Web of Illusions Adventure in Sri Raji, an East Indian land of jungles, mysterious temples and the ancient rakshasa - evil masters of illusion & shapeshifting. Levels 8-12. $17.00

RM5 Dark of the Moon A 64 page werewolf adventure for levels 5-8. TSR have neglected to provide any plot comments, but they did say ``Werewolves are hot", thanks TSR! $17.00

RQ2 Thoughts of Darkness Bluetspur (great name - did someone trip over their typewriter?) is a land of endless night where lightning falls like rain, and an dllithid High Master is hatching vampiric mind flayers in an attempt to achieve immortality. $17.00

A Light in the Belfry An audio CD adventure in which players have to hunt down an evil Necromancer who destroyed the noble order called the Circle. But failure brings a fate worse than death. $25.50

Circle of Darkness A tanar'ri fiend has become trapped in Ravenloft and begins a reign of terror, trying to seize a domain for itself. The PCs must try to defeat this ultra powerful monster before it becomes a Dark Lord. $17.00

Death Unchained In the land of Dementlieu, mysterious deaths of famous champions as well as minions of the dark have reached epidemic scales. The Ebon Fold is behind this grim harvest. $22.50

Death Ascendant Sequel to Death Unchained. The Ebon Fold's web of intrigue spreads as the master reaps the artefacts of Darkness and prepares to proclaim himself Emperor of Terrors. $22.50

Neither Man Nor Beast The heroes have a confrontation with Frantisek Markov, lord of Markovia, who has been conducting experiments that transform animals into humans, & vice versa. $17.00

Servants of Darkness Heroes are caught in the middle of a massive witch hunt, where both the alchemist conducting the inquisition and the witches he hunts bring a terrible darkness to the land. Adventure. For levels 4 - 6. $22.50

The Awakening For Player Levels 7 - 10. A mummy wakes up and starts to cause chaos in Ravenloft. $17.00

The Forgotten Terror Adventure. A crossover to the Forgotten Realms campaign concludes the story arc begun in the Castle Spulzeer adventure, where the heroes investigate a mystery surrounding an ancient castle. Can be played alone or as part of the trilogy. $22.50

Vecna Reborn One of AD&D`s most notorious villains is now one of Ravenloft`s darklords, although trapped in the Demiplane of Dread. Now he`s trying to bridge the gap between the land of the Mists and his home. $25.50

RAVENLOFT NOVELS

The Ravenloft Series

1. Vampire of the Mists Jander Sunstar, an elven vampire, forms an alliance with Count Strahd, unaware the Strahd is the very enemy he seeks. $10

2. Knight of the Black Rose The cruel death knight Soth finds a way into Ravenloft, then discovers that it is far easier to get in than to get out - even with the aid of Strahd. $10.00

3. Spectre of the Black Rose Sequel to the above, Lord Soth fights to keep his reign of terror from crumbling. *Due March`99* $11.00

3: Dance of the Dead Larissa is a dancer on a riverboat that journeys to a zombie-plagued island. The music is chilling, and Larissa must master the Dance of the Dead to save herself. $10.00

4: Heart of Midnight Casimir has inherited his father's lycanthropic curse. Now the young werewolf must embrace his powers to ward off his own murder and gain revenge. $10.00

5: Tapestry of Dark Souls The monks' hold over the Gathering Cloth, containing some of the villest evils in Ravenloft, is slipping. They only hope is a strange youth. $10.00

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12. Scholar of Decay Set between the mysterious Mists of Barovia and the putrid, unexplored underworld, hideous beasts stalk the innocent, and the wise seek strong walls before the sun goes down. $10.00

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14. To Sleep with Evil A young bride becomes ensnared in a deadly plot of vengeance when a gypsy's curse reaches out from beyond the grave. $10.00

15. Lord of the Necropolis By sending his minions to harvest the life force of the occupants of Darkon, Lord Azalin hopes to become the demilich and escape the world of Ravenloft. $10.00

16. Shadowborn Alexi Shadowborn sets out to discover who is desiccating a local cemetary, and the encounter leaves him forever changed, with the curse being linked to an assassination of a family member that occured twenty years ago. $10.00

Miscellaneous

1. I, Strahd Sergei, young and idealistic brother to the war-hardened Strahd, loves beautiful Tatyana. But so does Strahd, who sees in her all the grace and beauty the war had robbed from him. To win her hand, Strahd will do anything, even enter a pact with Death and seal it with his brother's blood. $10.00

2. I, Strahd: The War Against Azalin Strahd's perfect aristocratic existence is threatened by the arrival of the evil lich Azalin, whose army of the undead lays waste to the borderlands. In the war of undead verses undead, who can survive? $10.00

Earthdawn

EARTHDAWN RPG FANTASY Epic fantasy adventures in a medieval world, where the struggling peoples of the free races of Barsaive are pitted against the evil Empire of Throm as well as the monstrous creatures remaining from the Scourge. By FASA. A 336 page hardback book detailing everything players and gamemasters need to adventure in the world of Earthdawn. The book features 48 pages of color plates showing the different disciplines and races available to players, as well as many of the supernatural creatures. The history, cultures, and weapons of the various races are covered, as well as the cloud-ships of the Empire. Players can be elf archers or troubadours, ork beastmasters or cavalry, dwarf elementalists or weaponsmiths, human illusionists or nethermancers, troll sky raiders, T'skrang swordmasters, Windling thieves, Obsidian warriors or wizards. Includes 18 full color treasure cards. **Softcover** $34.00

Arcane Mysteries of Barsaive Magicians wield the greatest and most fantastic powers, their spells can blast away mountains, turn day into night, and raise the dead. Offers more than 200 spells. Includes new talent knacks and magical items, ranging from simple fire-starter wands to magical treasures once wielded by heroes. $25.50

Barsaive Campaign Set Boxed set including 36 creature & treasure cards, poster map, a Guidebook to Barsaive, and a GM book with creatures, treasures, important people & legends. $34.00

Blades Adventure that leads the PCs in search of the Key Knowledge to empower the Blades of Cara Fahd, magical daggers originally wielded before the Scourge. But the characters learn that within the Blades is a power so dangerous that it threatens all life. $25.50

Cara Fahd: The Ork Nation From across Barsaive, thousands of orks have come to rebuild their ancient homeland of Cara Fahd. This sourcebook tells you all about these tribes. Looks at their recently founded capital, their leaders, conflicts, etc. $30.00

Creatures of Barsaive The Horrors are not the only threat to those who travel across Barsaive. The wild creatures of the land, some twisted by the Scourge into living nightmares, pose dangers to the adventurer unlucky enough to cross their path. 50 creatures. $30.00

Crystal Raiders of Barsaive The troll crystal raiders are the only force in Barsaive that can battle the mighty airships of the sinister Theran Empire. Describes these fierce raiding tribes, their airships, crystal weapons, etc. Rules for airship combat. $34.00

Denizens of Earthdawn Vol 1 Includes heaps of full color plates, this 128 page book describes the elves, humans, t'skrang, and windlings in detail, and provides race-specific disciplines, new talents, and special rules for playing each race. $30.00

Denizens of Earthdawn Vol 2 In-depth description of dwarves, obsidimen, orks, and trolls & how they fit into society. $30.00

Earthdawn Dragons Dragons are the most mysterious and magically powerful creatures in all of Barsaive. But the separate society that they have so carefully cultivated is about to end, for a rogue dragon has exposed the dragons' secrets and their plans for Barsaive's future. *Due ever?* $37.50

Earthdawn Companion Guidelines for advancing characters beyond limits set in the rules. Has 50 new Talents, 40 new spells, a system to create new original character disciplines, rules for playing questors and Lightbearers, rules for ship combat, etc. $30.00

Earthdawn GM Pack GM Screen, sheets of treasure cards, a full length adventure, & campaign guidelines. $20.00

Earthdawn Survival Guide Offers players and gamemasters a detailed look at the hazards of exploration and adventuring in the land of Barsaive, from the hazards of the underground and wilderness expeditions to the dangers of travelling, as well as descriptions of the Badlands, Death's Sea, the Mist Swamps, and the Wastes. $30.00

Horrors The Horrors, abominable creatures from the darkest depths of astral space, are some of the most powerful & destructive beings ever to roam the world. Though the end of the Scourge sent many of them back to the hell that spawned them, several of the strongest & most dangerous remained behind. $30.00

Infected An adventure in which the players race against time to save a young girl accused of being infected by a Terror by members of the Grim Legion, who have placed the village under quarantine. $17.00

Legends of Earthdawn Vol 1 Offers players and GMs 30 legends told among the people of Barsaive, involving heroes, Horrors, and legendary magical treasures. Statistics are included for Horrors & Magical Items. $17.00

Legends of Earthdawn Vol 2: The Book of Exploration Offers adventurers a wealth of info by posing questions, recounting legends, offering clues to ancient puzzles, describing both unimaginable depravity and selfless sacrifice, and many tales of exploration. $17.00

Magic: A Manual of Mystic Secrets Expands the use of magic and provides rules for using magic in previously unexplored ways. In addition to offering a spell design system, this book describes new uses for thread and blood magic, and new rules for enchanting and creating magical items, summoning spirits and exploring astral space. $30.00

Parlainth: The Forgotten City Once the Theran provincial capital, this city is an overgrown sprawl of crumbling towers and moss covered temples. But there hidden are countless treasures, magic, & secrets. Boxed. With a 144 page book detailing the city and explorers' outpost of Haven, options for exploring the ruins, etc. There are fragments of first hand info about the ruins in the form of documents, a map, & 18 cards. $42.50

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Prelude to War The arrival of a city-sized stone airship marks the long-dreaded return of the Theran Empire to Barsaive, the first step in the Theran's scheme to reconquer the province they once ruled. And the orks are all gathering together in unity - a bad sign for the other races. $24.00

Secret Societies of Barsaive Several significant and powerful clandestine groups, such as the Keys of Death, cultists of the Horror Verjihorn, and the people behind them and their goals. Includes adventure ideas. $30.00

Shattered Pattern An elderly elf asks the characters to discover his lost name and identity, but the truth leads to much more than the characters suspect, as they find themselves caught between the Horror and a Dragon. $17.00

Sky Point and Vivane The city of Vivane is the Theran Empire's last foothold in the province it once owned. Hundreds of feet above Vivane, supported by vast stone pillars, is the fortress known as Sky Point, the centre of Theran Military power in Barsaive. It commands a vast fleet of armed airships and massive, floating citadels, all capable of wreaking untold destruction. Boxed set. $42.50

Sky Point Adventures From a search for stolen coins belonging to a Theran Noble houses; to a vital document falling into a master criminal's hands; to a sinister plot to magically control the minds and wills of captured slaves. Three adventures. $17.00

Theran Empire Great Thera stands at the heart of a far-flung empire full of strange customs, awe-inspiring beauty and great intrigue. Travellers through these provinces must be wary of Thera's influence, but even greater dangers lie in the unfamiliar creatures and peoples native to these lands. $37.50

Terror in the Skies The trading companies of the city of Travar are being plagued by sky-bound Horrors, & the group of PCs are helping defend the cities airships before being sent on a quest. $17.00

The Blood Wood Once the Elves of the Blood Wood embodied beauty and grace. Now they are terrible to behold, having corrupted themselves with powerful magic in order to escape the Horrors. Constantly bleeding from the thorns that pierce their bodies, these elves live in agony amidst an unnatural, twisted wood. $30.00

The Mists of Betrayal When a group of heroes are hired to deliver a payment to the Elven Court, they learn the corruption of the Elven Court extends into the heart of Barsaive. $13.50

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Throal: The Dwarf Kingdom The mighty dwarf kingdom from the bustling, noisy Grand Bazaar to the majestic chambers of the Royal Hall, this kingdom encompasses seven cities full of people from all walks of life; dwarf merchants, ork tavern owners, t'skrang swordmasters, etc. $34.00

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EARTHDAWN NOVELS

'6. Shroud of Madness Cassian, a Theran official, is sent to the city of Vivane to investigate the brutal murders and mysterious suicides of several nobles and their children. There he uncovers a blood-magic cult deep in the heart of the city. $4.00

Epiphany: Legends of Hyperborea

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SCI-FI Set in mankind's far future, where a new dark ages has fallen. **By Holistic Designs.**

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Byzantium Secundus Byzantium Secundus - the center of the Known Worlds and seat of the Empire. There is no more important or intrigue-laden world, for here the fates of millions are determined. Ambassadors, Church fathers, alien envoys all vie for the Emperor's attention. From here Alexius' knights fan out across the Known Worlds on quests for glory. They do not realise that the great perils lies in their own backyard. This world's darkest pits hide unimaginable evil... $33.00

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Forbidden Lore: Technology Technology is the Known Worlds is not what it once was. Science fell from its pinnacle with the rise of feudal lords and superstitious priests. Engineers pick over the bones of the past to revive ancient war machines. Information on starships, vehicles, economics, think machines, cybernetics, etc. $25.50

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Lords of the Known Worlds Nobles are the unquestioned rulers of the universe. Few are privy to their lifestyles and secrets, and the great unwashed understand little of the perks and problems associated with rulership, taxes, wars, rivals. Herein are detailed histories and sociologies of the 5 Royal Houses, 10 minor houses, & alien nobility, & Vorox lords. $30.00

Merchants of the Jumpweb The merchants own the stars. Without their high-tech savvy and the loans from their coffers, travel and commerce would grind to a halt. Here are the histories and modus operandi of the Merchant League guilds, from the free-wheeling Charioteers, weird Engineers ans savvy Scravers. Also a cost-of-goods list, laws of crime and punishment. $34.00

Noble Armada See the miniatures section. $100.00

Priests of the Celestial Sun The nobles may rules the secular lives of the Known Worlders, but the Church guards their souls, and in doing so, dictates to the nobility. But new sects and orders are arising in the wake of the Emperor wars and causing divisions and weaknesses. Details the lives of the saints, histories and beliefs of these sects. Also has great B&W artwork. $32.50

Sinners & Saints Here is a rogues gallery of people and creatures from the Known Worlds and beyond: noble rivals, priests, space pirates, deadly mercenaries, assassins, alien animals. Each comes with its own sheet for ease of use by players & GMs. $27.00

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The Sinful Stars: Tales of the Fading Suns The first anthology to the Fading Suns universe. Stories include a search for an ancient relic that bends time; nanotech research releases an ancient evil; a priest tries to find relief from his sins; espionage entangles a poet, etc. $29.00

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FANTASY LEGEND RPG The world of Faldor is a dynamic place. Young, would-be heroes come from all over the world in an effort to control natural resources, land and key geographic points in their quest to gain fame and prestiage. Whether they are dwarves, elves, gar, or any other race, they are all seeking to become legends in their own time. This game gives players the best of both miniatures and roleplaying games, in the one book. The system is fast, easy to learn, and works equally well for games where players control just a few miniatures to literally hundreds. Based on a D10. $46.00

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FORGE: OUT OF CHAOS RPG A forgotten world awaits you. It was once a paradise but is no longer! Once beautiful landscapes are now swamps, desolate wastes and jagged mountains. The calm and gentle rain has turned to fierce storms of fire and ice. Nothing of paradise survived the Banishmen! Not even the gods. The world is now plagued with monsters. These hideous creatures survived the Banishment, hidden in secret lairs beneath the mountains. Slowly they have returned, devouring hapless travellers, soldiers and small frontier villages. But you and other heroes like you have emerged to hunt down these beasts - and the battle is joined. With 11 detailed races, select proficiencies such as Assassination or Mounted Combat, no arbitary experience points. More than 70 monsters, 6 types of wizards, etc. 202 pages. $38.00

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GURPS

GURPS BASIC RULEBOOK 3rd Ed. An elegant system, with supplements for every type of RPG genre that can be linked to the basic mechanics without the need to learn a new set of rules. By Steve Jackson Games. 256 page softcover - contains all the necessary mechanics, including magic, advanced combat, psionics, character creation, record sheets, etc. $47.50

GURPS Basic Rulebook Hardcover As above, in hrdcvr. $57.00

Authentic Thaumaturgy Not specifically for GURPS, but can be used with any RPG. Describes a real-world basis for magic and psi abilities, and how to create realistic magical systems for RPGs. $39.00

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Cardboard Heroes Steve Jackson are reprinting all of their stand-up and flat fantasy cardboard heroes. There are 400 stand-up figures, and 300 flat counters for traps, dropped weapons, creepy crawlers, etc. A suitable accessory for any fantasy RPG. *Due Feb '99.* $40.00

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GURPS IOU About the Illuminati University. What does the 'O' stand for? You are not cleared for that information. A highly humorous book, which includes Campus Rules, such as: 6} No black holes on campus. Except small ones on pizzas; 7} No antimatter on campus, either, Even on pizza; 8} Destruction of the Earth, the Sun, or other Solar System objects requires the written permission of the Arch Dean! $32.00

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GURPS Russia This is a special release not available through the stores. We bought a few copies at full US retail, hence the high price. Enter a land of white snow, red blood and black humor. Explore the world of Russian folklore and fairytales, where all sorts of interesting and dangerous creatures dwell. This is medieval Russia, a culture practically forgotten today. $75.00

GURPS Special Ops 2nd Ed Elite forces penetrate enemy lines to strike critical targets, strike teams rush to free hostages, train civilization into an army. Fully revised edition which covers the new nations and alignments of the post-Soviet era, and updates the rules for creating spec-ops soldiers with the new GURPS template system.*April.* $37.00

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GURPS Warehouse 23 The Ark of the Covenant sits on a shelf next to the gold plates of Moroni and the dissected corpses of Martian invaders. Scores of bizarre items - and the ultra-secret facility that stores them. This warehouse is like "Area 51" or "Hanger 17", being a government installation hiding the truth from the public. $34.00

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GURPS Wizards Introduces GURPS new template system, designed to streamline character creation. Has 28 wizard archetypes such as elementalists, enchanters, healers, illusionists, seers: druids, rune-mages: 112 ready to use sample characters. $38.00

Murphy's Rules Not actually for GURPS nor even a game product. This 74 page book contains hundreds of cartoon skits ridiculing all the stupid rules found in roleplaying games and wargames over the past ten years. $28.00

GURPS Traveller

GURPS Traveller Returns us to the Traveller storyline that everyone loved – this is the official alternate universe for Traveller in which the Rebellion never occurred, the Virus was never released and the Emperor Strephon rules an intact Third Imperium. All presented with GURPS rules, which also cover modular starship construction, a space combat system for ships, etc. $42.50

GURPS Traveller Hardback Same as GURPS Traveller but this version sports a hardcover. $55.00

GURPS Traveller Alien Races I Two major races, the human descended Zhodani with psi powers and the Vargr, a race of canines. And three minor races, the tyrannosaurian Drakarans, the arachnoid Clotho and the enigmatic Sheol. With starship deck plans, vehicle designs, weapons, PCs and NPCs, history, culture, etc. $39.00

GURPS Traveller Behind the Claw The Spinward Marches sourcebook. Over 400 star systems are described in detail, essays on the Imperial Nobility, a detailed history, GM info, current events, etc. $39.00

GURPS Traveller Tar Trader Develop sector-wide trade routes, start your own character-run business, make contracts, exploit opportunities, learn how to run a commercial starship, run entire mercantile campaigns, including free traders, smugglers, and pirates, etc. *Due March.* $37.00

Harnmaster

FANTASY A fantasy world with an extensive, rich background. **By Columbia Games.**

HARNMASTER RPG 2nd Ed The long awaited 2nd Edition rules for the Harnworld fantasy world setting. This edition has been completely rewritten, with an emphasis on ease and use an fun. The rules are presented in a modular format, with dozens of optional rules that allow you to customize your own level of detail. All pages are printed on cardstock, with extensive use of color. Characters have personal histories and distinct personalities. Skills are derived from character attributes and improve with experience. Combat depends on weapon skills and experience. Does not use 'hit points'. You receive injuries to your body, and these wounds take time to heal. $69.00

Pilots' Almanac Maritime and piloting rules for Harn. With this module it becomes possible for PCs to go to sea and follow a career as a pilot, pirate, or maritime trader, or a combination of all three. With 4 gorgeous color maps. $40.00

HarnMaster Character Sheets Pad of character sheets in full color. $15.00

HarnPlayer Comprised of three parts. The first is an overview of the geography, politics, economics, law, religion, and history of Harn. The second covers the Harnic legends and folklore. The third is a players' Harnic Dictionary, a comprehensive alphabetical reference which players can look up on an ongoing basis. $35.00

HarnMaster Magic Features extensive rules and background for generating and running a Shek-Pvar (mage) character; enchantments and spells for each convocation; optional and advanced spellcasting rules, etc. $53.00

HarnMaster Religion Features extensive rules and background for generating and running a cleric character for each of ten different religions, plus rituals (miracles) for each religion and churches; the ten major deities are explained along with their mythos and churches; etc. $53.00

HarnMaster Bestiary Details later. *Due ?* $?

HarnMaster Military Details later. *Due ?* $53.95

HARNWORLD 2nd Ed This is a realistic medieval environment for fantasy gaming. Using any rule setting, you can now create and plan your own quests and adventures within a complex and detailed fantasy background. Quality, detail and consistency are evident on every page. This two book set includes a stunning color map of Harn, along with an overview and detailed index of the cultures, economics, geography, history, politics, and religions of the island. Also covers Kethira and Lythia with the same detail. $53.00

100 Bushels of Rye Adventure in which the players must investigate the violence at Loban manor and Amba mine, and then if possible solve the mystery. Thevillage of Loban has been mapped and described in some detail. $27.00

Azadmere A dwarf mountain kindgom and city. Includes a color map of this impressive walled city, plans of the city's tunnel network, and history, culture, religion and economics of this region. $29.00

Castles of Harn All eight sites in Castles of Harn include a color local map, interior plans of each castle, and a key to special features in each settlement. $32.95

Castles of Orbaal With a full color map of the Viking Kingdom of Orbaal, showing all major settlements, roads, trails, etc. With an index of political, social, and economic for each settlement. Features four castles in detail including color maps, detailed interiors. $32.95

Cities of Harn Details later. *Due ?* $?

Chybisa A tiny feudal kindgom in eastern Harn, ruled by Verlid II. Chybisa maintains a fragile independence from Kaldor and Melderyn, both of whose kings have claims on her crown. Includes full color map, history, etc. $27.00

Curse of Hlen An adventure set in the locals of Borin, Hlen, Varaxis, and the city of Nascent Visions, which is a great city in Yashain, fought over by legions of Larani and Agrik for thirty centuries. It is currently held by an ambitious warlord of unknown origin. And Panage awaits yoru arrival... $32.95

Dead of Winter A murder mystery adventure set in a Laranian abbey in Kanday, with rich descriptions of the abbey and surrounding locale. Can your characters find out who is murdering the clerics? $27.00

Evael Elf kindgom. More details later. *Due ?* $33.00

Kaldor The Kingdom of Kaldor is on the verge of a succession crisis. The aging king has no legitimate heir, and contenders for the throne are jockeying for position. A large color map of the kingdom is included, with political, historical, economic, and cultural notes. $37.00

Kiraz: the Lost City Now and then an adventurer grown brave from too much ale, and greedy from tales of treasure, comes to Kiraz. If he is not enslaved or slain by the Equani or gargun, he may just manage to escape. $27.00

Nasty, Brutish & Short Contains details on the unique Gargun (orc) cultures of Harn, color maps, and interior plans of four Gargun caverns, and six related orc-bashing adventures. $21.00

Orbaal This fragmented and unruly northern kingdom, was a Jarin realm before being conquered by Ivinian vikings. Includes notes on the history and culture of Orbaal, geneological data on the royal clan, and a color page of heraldry for thirty-eight great clans. $32.95

Shorkyne A large feudal kingdom in the south which has maintained her independence, which is falling apart. Scheming, regional lords hold sway over a week throne, only co-operating to repel an external threat. With a full color 21x32" map. $53.00

Tharda Republic. *Due ?* $?

Heavy Gear

HEAVY GEAR RPG 2nd Ed The world Terra Nova was settled a thousand years ago, but now is isolated from Earth after the collapse of the Human Concordat. Two confederations exist on Terra Nova and apart from beating off invasions from imperialistic Earth, they totter on the brink of world war, with constant border clashes and raids. Warfare is mostly restricted to ground units such as Heavy Gears: suits of body armor making an infantryman into virtually a small vehicle; light and heavy tanks, striders, grunts, etc. This 2nd Ed includes the simple and elegant Silhouette game engine; complete role playing rules, a detailed world background, a rich setting; complete tactical rules and guidelines for campaigns, scenario generators for quick games; rules to use the tactical system as a hexless miniatures tabletop game; 20 illustration archetypes, illustrated & detailed stats for 8 Gears & 2 Striders. By Dream Pod 9, this is heavily influenced by Japanese anime. $57.00

Heavy Gear: Tactical Combat Boxed Set Contains 36 Gear color stand-up counters, 10 infantry counters, complete rulebook, two Player's Guides, 10 APC counters, 4 full color hex-maps, a detailed campaign book, and and exclusive miniature. Experienced players can still enjoy it because it has 12 new scenarios, plus the stand-up full color counters of Heavy Gears. $79.95

Tac Pack 1: Battle of Two Towers The West Frontier Protectorate has launched an attack against Southern forces. This is a full tactical campaign for the above boxed set, with two brand new regiments, heaps of scenarios, a campaign, two maps, three counter sheets. $37.00

Duelist's Handbook The ritualised and violent world of Gear dueling. Examines the duties and lives of military, professional and underground duelists, and features three new Gear models, new weapons, new perks, and detailed rules for small scale tactical combat. The city-state of Khayr is detailed as well as 7 PCs. $36.00

Heavy Gear Character Compendium Personalities and archetypes for GMs to spice up their campaigns. Each character has adventure seeds and links with one another. Also has NPC generator. $39.00

Heavy Gear Desert Hex Maps 4 new desert maps. 2 types. $18.00

Heavy Gear Design Works Presents development sketches and out of print illustrations, displaying the evolutions and functions of the principal vehicles and mechanical systems of the Heavy Gear universe. Lots of full color illustrations. $34.00

Heavy Gear GameMaster's Guide & Screen Perfect companion to Heavy Gear 2nd Ed. Contains a three-fold GM Screen, full color map of Terra Nova, easty to access reference tables, how to handle problem players, random equipment package tables, etc. $36.00

Humanist Alliance Leaguebook Built to provide the greatest good for the greatest number, the Alliance lives with a rigid caste system and near-religious worship of knowledge. But they use extreme measures in their struggle against deviants and the Southern Republic. Has new equipment, sample campaign sets up, etc. $36.00

Into the Badlands Sourcebook Info on the people of the Badlands. Focuses on people and events, and emphasises how their relationships are changing with the move to war. Includes Paxton Arms, new settlements, Rover Gangs, Northern and Southern Forces, Semi-Legendary Sand Riders, etc. $34.00

Life on Terra Nova Sourcebook 2nd Ed Completely updated and revised, with new information. This book gives a complete and gripping history of the Heavy Gear universe, from mankind's early steps in space to the terrible War of the Alliance; an extensive examination of Terra Nova's characteristics from geology to hydrography and each regions flora and fauna; a listing and description fo all city states; heaps of NPCs; cultures and lifestyles; a listing of planets colonised by man in the 62nd century, etc. $44.95

Mekong Dominion Southern Leaguebook three. While the majority of the planet is bracing itself for what seems like an inevitable conflict, the Mekong Dominion is already engaging in all out warefare. Its merchants are doing huge business with enemies and allies, helping make the Dominion extremely wealthy. $37.00

Mini Heavy Gear This is like the old Mini Car Wars. It is a complete game of Heavy Gear mecha combat, printed on a full color, double sided sheet, which includes shortened rules, 8 counters of heavy gear, rules, and a small map. It plays by itself, you don't need any other rules. (You need a few D6 dice.) $1.00

Northern Guard The main armed force of the North and leading the fight against the Southern Milicia. The Guard fields a devastating combination of Gears, armor and infantry. Details on over 70 standard squadron types, for gears, striders, infantry and armor. Seven new Gear and tank variants. Background info, etc. $38.00

Northern Lights Confederacy Sourcebook Travel to the true north in the first Heavy Gear League sourcebook. Gives complete details on the NLC, which is torn apart by a powerful religious conflict. Includes details on Sorrento Revisionism, all 14 Norlight city-states, warrior monks, Henema Police Quick Response Teams, etc. $32.00

Northern Vehicle Compendium One This first volume contains the Gears and striders originally found in Field Guides N1 and N2, along with all the weapons and flaws found in these two books, and a wealth of new material. Has fifteen heavy gear classes, seventy vehicles, two strider classes. $46.00

Northern Vehicle Compendium Two Tanks and Artillery. Mighty battle tanks and artillery platforms bring unprecedented firepower to the battlefield, which APCs carry troops to the front. Covers over 20 vehicles with record sheets. $32.50

Northern Vehicle Record Sheets One Companion to the Vehicle Compendium. Provides record sheets for 86 widely deployed Gears, 8 Combat Striders, 10 vehicle prototypes, and also has variants. $35.00

Southern Republic Army List The Southern Republic is a sweeping land gifted with natural beauty and a prosperous civilisation. It is also an imperialist league formed upon supremacist ideologies whose history is steeped in the blood of the conquered. A look at the power behind the might of the Southern Republic. History, ranks, traditions of the armed forces, stats on new republican vehicles and equipment. $42.50

Southern Republic Sourcebook Complete details on the most powerful of the four Southern leagues of Terra Nova. Geography, history, economy, and society, including details on all its city-states. $36.00

Southern Vehicle Compendium One All the Southern vehicles found in the Heavy Gear books, as well as brand new designs, along with background information on the Corporations making the Heavy Gears. $32.50

Southern Vehicle Compendium Two Tanks and Artillery. Mighty battle tanks and artillery platforms bring unprecedented firepower to the battlefield, which APCs carry troops to the front. Covers over 20 vehicles with record sheets. $32.50

Southern Vehicle Record Sheets One Companion to the Vehicle Compendium. Provides record sheets for 83 widely deployed Gears, 11 Combat Striders, 10 vehicle prototypes, and also has variants. $35.00

Tactical Air Support Covers everything not included in the primary rulebook, from air war tactical rules (movement, special manoeuvres, altitude) to dogfighting (one-on-one aircraft combat). It also includes all the necessary aircraft design and maintenance rules, new weapons, new perks, flaws, and twenty different aircraft types, and NPCs. $36.00

Tactical Field Support Contains the all-new skirmish scale, a detailed advanced combat initiative system for small unit actions, advanced artillery rules, advanced minefield rules, eight new support weapon systems, and game stats for 25 battlefield support vehicles. $36.00

Technical Manual 2nd Ed Provides full background and development information, technical illustrations and complete rules for using, repairing and modifying technology. Consolidates the entire Vehicle Design System in one location and updates it to 2nd Edition standards. $47.95

The New Breed: Battle Before the Storm Based on the Heavy Gear Computer Game, this book describes the game's landships and provides insight as to their crews and capabilities, as well as giving background material. Contains an 8 page color section with cutaways, sketches, and screen shots from the game. $47.50

The Paxton Gambit A Heavy Gear campaign. Follows on the storyline from Crisis of Faith. The only thing which can save the Peace River City-state from scandal, assassination and terror is a small cadre of peace officers. Has fully fledged scenarios, source material, a history update, and new gears stats. $29.00

United Mercantile Federation Leaguebook Beneath the UMF's civilized and cosmopolitan veneer lies a ruthless heart that seeks to dominate allies and enemies alike. To these guys, business *is* war. *Due March.* $35.00

Heavy Gear Storyline Books

Crisis of Faith: Story Book One Traces the events on Terra Nova from TN 1933 through TN 1935. The planet lurches toward a global conflict and the words of Terranovans themselves betray their machinations and true intentions. Includes letters, private conversations, official reports. $34.00

Blood on the Wind: Story Book Two Investigations continue into the death of Thor Hutchinson, the leader of the Revisionist faith. But the reigning chaos in the Eastern Sun Emirates and Humanist Alliance could plunge the world into deadly war. *Due Feb.* $37.00

Heroes Unlimited

SUPERHERO A good moderate-complexity system that is fully compatible with Ninjas & Superspies, Beyond the Supernatural, TMNT & the Palladium RPG. **By Palladium.**

HEROES UNLIMITED 2nd Ed The revised Second Edition. Virtually every type of hero imaginable, whether inspired by comic books, pulps, novels, film or television, is waiting to be created and played. Features over 100 super abilities, scores of sub-powers, 40 Psionic powers, 100 magic spells, enchanted weapons and objects, robot and cyborg creation rules, super-vehicles, alients, mutants, wizards, super-geniuses, vigilantes. 352 pages. $47.50

Mystic China The darker side of oriental mysticism, martial arts and ancient gods. Hidden sanctuaries, monasteries, and strongholds preserve ancient arts and knowledge to fight evil. 192 pages. $34.00

Hidden Invasion

HIDDEN INVASION RPG It has taken us over a year to obtain more stocks of this X-Files style game, but at last, we found it! Mysterious lights appear in the evening skies. Strange sightings in remote parts of the world. Men in black harassing innocent people about what they have seen. Alien beings threaten our world. Humans are used for genetic experiments. The game details the alien races active on Earth, as well as their technology, underground bases, secret networks, human co-conspirators, and who the aliens have under their control! On special…. $18.00

Hol

HOL Human Occupied Landfill. An adults only RPG by White Wolf. full of offensive language and content. Set in a future slum-type setting, a virtual junkyard becoming the site of human occupation, possibly on another world long since colonised. If you want to know more, buy the book, because the whole thing is hand-written with innumerable handwriting styles which cause my eyes to want to look elsewhere. The book says it is a Science Fiction RPG for gamers who've had a really bad day. $25.50

Buttery wHOLesomeness Well, I'm looking at the pages of hand written notes and rules and I'm trying to work out what this book is. It appears to cover character creation, pregenerated characters, new skills, stuff on sidekicks, lots of armor and lots of weapons. But I can't be sure. $17.00

Hong Kong Action Theatre

HONG KONG ACTION THEATRE RPG The world of blazing guns, flying fists and flashing blades. All the action of the action movies we see out of Hong Kong. With a ground-breaking new style of play that simulates every aspect of the action film, and produced in association with the Hong Kong film industry. In each adventure your character remains the same, whether a cop, a gangster, even an assassin. Does anybody really remember the different names of the characters played by Jackie Chan? No way! It's just a "Jackie Chan" movie. Features full source material for settings of Hong Kong and China, and profiles Jackie Chan, Bruce Lee, etc. $37.00

In Nomine

IN NOMINE RPG They are very much like us. Some seek to do good, others corrupt and destroy. Some set out to do one thing, but accomplish another. Some are fiercely devoted to their work. Some doubt that they really make a difference. And some wonder, in the small hours of the night, if they picked the right side. They have greater powers, for good and evil, but they are merely pawns of greater powers still. This is the much awaited RPG of angels and demons in a perpetual battle for the future of mankind. Based on two French RPGs. Full color throughout, 208 pages. By Steve Jackson Games. $45.00

In Nomine Hardcover RPG Exactly as above, except with a hardback cover. There are two versions - you can choose white or black. $57.00

Angelic Player's Guide History, laws, and Choirs of angels, also the dark paths that can lead them to a fall from grace. Expanded angel descriptions, 4 new campaign concepts, etc. $37.00

Infernal Player's Guide Everything you wanted to know about demons - their history, laws, the Bands they belong to and the Princes they serve..even the paths that can lead them to redemption. Also mixed campaign concepts, renegades, creation guide. $37.00

In Nomine GM Pack GM Screen plus an adventure for three to five Celestials, angelic or diabolical. $21.50

Liber Canticorum The Book of Songs. Over 300 new songs, sacred and profane. Songs are precious melodies already playing in your soul... but only a precious few can hear them. 128 pages. $37.00

Liber Reliquarum Has everything you'll need to put artifacts in your campaigns. Discourses on the nature of artifacts and their place in the world, enhanced rules for artifact creation, over one hundred new relics, and two adventures, etc. $37.00

Liber Servitorum The book of Servitors. Has over 120 angels, demons, ethereal spirits and humans, all described with character stats, story backgrounds, which can be used as NPCs or PCs. *Due April.* $37.00

The Revelations Cycle

Revelations #1 Night Music Includes an adventure The Demon Prince of Rock & Roll, looks at the Archangel Laurence and Demon Prince Saminga:

two new Superiors, expanded rules for soldiers, saints and the undead, ideas for adventures, etc. $36.00

Revelations # 2 The Marches Just be careful what kind of dream you have! The Marches is a vast dreamscape, ruled and fought over by Blandine and Beleth. Every mortal soul visits the Marches every night in slumber. $36.00

Revelations #3 Heaven & Hell Details the architecture and inhabitants of heaven and hell, including Dominic, Yves, Asmodeus, Kronos, Zadkiel, and Mammon, with many adventure ideas. $36.00

Revelations # 4 Fall of the Malakim The Malakim, purest of the angels and Heaven's ultimate weapon in the War, have never fallen. Most believe they can't. But in Los Angeles, a demon controlled cesspool selfishness and cruelty, something awful has happened and the truth may shatter the millennia old balance between good & evil. Includes an indepth look at Los Angeles and its celestial denizens $36.00

Revelations # 5 Final Trumpet Follows on from Night Music and Fall of the Malakim. The forces of darkness are trying to bring on Armageddon, a final battle that will engulf the whole world, but some infernals are opposing it while some angels are helping it – it is a time for everyone to take sides. $38.00

Jovian Chronicles

SCIENCE FICTION A complete Science Fiction adventure based on Japanese anime, brought to us by **Dream Pod 9.**

JOVIAN CHRONICLES RPG Silhouette Edition Tensions continue to rise between the Jovian Confederation and the Central Earth Government. Jovian President announced that Jovian Armed Forces will be increasing patrols in the Belt region through to the orbit of Mars. Earth responded by placing its fleet on high alert and placing new limits on civilian travel. War is expected before the end of the year. This is a complete game, using the Silhouette system found in Heavy Gear, about conflict in our solar system in the year 2210 AD. These rules contain everything required to play, including a detailed description of the Jovian Chronicles universe, the Silhouette roleplaying and tactical system, and a set of realistic vector-like space movement rules that are fast and efficient. Has more than 12 pre-generated vehicles. With full color pages. $54.00

Chaos Principle A large Jovian battlefleet arrives at Mars to protect the Confederation's sometime ally, the Martian Free Republic. But a fleet from Earth has come to support the Martian Federation, and soon both sides are seen scrambling for their fighters and exo-armors.The first Campaign Sourcebook. Contains all the vehicle designs, source material and info needed to play an extended campaign. $40.00

Jovian Chronicles Blueprints A set of eight highly detailed 19" x 15" blueprints covering the common warships of the Jovian Armed Forces. Full deck plans and layout diagrams. $21.00

Jovian Chronicles Companion Contains advanced rules and specific cases for those who want to take their characters and campaigns a step further. Additional background info, complete Silhouette vehicle and weapon design systems, etc. $44.00

Jovian Chronicles Mechanical Catalog There are a wide variety of vehicles in this book: exo-suits small enough to be used inside ships and bases: exo-armor, fighters, and space ships: and service and civilian vehicles such as repair robots. With stunning illustrations and background information on each item. $42.50

Jovian Gamemastering Made Easy Tips and tricks to help GMs with their campaigns, tools for designing campaigns, blank character & record sheets, & sturdy 3 fold screen. $34.00

Ships of the Fleet Vol 1 - Jovian Confederation Details the fleets of the mighty Jovian Confederation, this book covering three new ships, a destroyer, a patrol carrier and a supply tender. All ships have deck plans, schematics, illustrations, background info, tactical combat tips, reload and repair times, etc. $42.50

Ships of the Fleet Vol 2 - Jovian Confederation Details the fleets of the mighty Jovian Confederation, this book covering new ships. All ships have deck plans, schematics, illustrations, background info, tactical combat tips, reload and repair times, etc. *Due Feb.* $39.00

Killer

Killer The game of assassination by Steve Jackson Games. This is the exciting live roleplaying game for intelligent, creative and slightly uncivilized people who want to knock off their friends without hurting them. You use water pistols, water balloons, pillows, rubber snakes, peanuts, etc, to hunt down and take out all the other players, until only one is standing. Includes 16 advanced scenarios as well as the basic game. Also hundreds of gadgets, strategies, etc. $28.00

Kingdoms of Kalamar

Kingdoms of Kalamar This boxed set is a complete fantasy campaign setting - the lands of Tellene, a world filled with powerful sorceries, strange races, clashing armies, deadly politics, chivalrous heroes, scheming villains, and much more. Set includes a 100 page book of a history of the peoples and nations, including the vast savanna of the Drhokker Horse-lords; a 88 page guidebook of deities and religions, secret organisations, etc: and a full color 36" x 48" map, one of the finest I've seen. You can use this setting with any fantasy RPG. (It cannot be played by itself.) $45.00

Mythos of the Divine and Worldy Kingdoms of Kalamar Vol II. 88 page guidebook describing 44 deities and religions of Tellene. Also details secret organisations, rune-sets for 11 languages, etc. $18.00

Secret Temple of Adajy The evil artifact known as the Orb of Midnight has been freed from its secret prison, religious fanatics disrupt the peace, the Prince's scout troops are missing, and more! $16.00

Sourcebook of the Sovereign Lands Kingdoms of Kalamar Vol I. 100 action-packed pages detailing the history of the peoples and nations of Tellene. From the Vohven Jungle to the vast savanna of Drhokker horse lords, with adventure hooks and a detailed essay on medieval cities. $20.00

Tragedy in the House of Brodeln The Duke is assassinated, the Prince has disappeared, and his son is threatened. You have to find the Prince, and your search will take you through a town, wilderness, and a dungeon, all covered in great detail. Includes 56 pages of background, NPCs, 8 maps, etc. $15.00

Knights of the Dinner Table Issue # 22 The comic strip of a GM and his four players. You can also pre-order later issues, or make a subscription to the magazine, if you like. $35.00 for 6 issues. $6.00

Kult

KULT 2nd Ed RPG Reality as we know it is a lie, an illusion fabricated to keep humanity at bay and prevent our awakening. Behind its facade something vaster and darker awaits - the true reality. The laws of nature prove to be weaker, and magic is a reality. A world where human wickedness mingles with terrors from other parts of a true, unseen reality. The evil that humans do corrodes the boundaries of reality and admits creatures from the other side. These creatures eventually enslave and consume the very people who foolishly conjure them up. Throughout the game, players are kept in the dark about the reality, only the GM knows what is really happening. For mature players only. $51.00

Beyond the Boundaries Spells for the lores of death and time and space. With alchemy, astrology, numerology, etc. $30.00

Heart, Mind & Soul Spells for the lores of passion, madness, and dreams, also cabbalah, symbolism, etc. $30.00

Metropolis This is a never-ending city of chaos and destruction, a city composed of the most deplorable features of our own cities' slums and back alleys, concealing secrets far more shocking than we could ever conceive from watching the world we call our own. $37.00

Legend of the Five Rings

ORIENTAL FANTASY A semi-historical fantasy RPG set in Japan, based upon the trading card game *Legend of the Five Rings.* **By Five Rings.**

LEGEND OF THE FIVE RINGS RPG A 250 page hardback book that brings us the roleplaying game based on the popular trading card game. Welcome to Rokugan, the Emerald Empire of a fantasy medieval Japan. Rokugan is a place of mystery and wonder, inspired by the legends of feudal Japan and other places in the far east. It's a world of samurai and ninja and spellcasting shugenja, where dragons soar the skies and danger lurks in every shadow. In this game you take the role of one of those legendary figures in search of honor, glory and adventure. Includes a complete beginning adventure to teach you the rules, simple character generation & flexible rules. Covers the Crab Clan, Crane, Dragon, Lion, Phoenix, Scorpion and Unicorn Clans, ronin, and hordes of monsters & creatures. $55.00

City of Lies Amid the rolling hills and gentle plains of Rokugan rests a city whose walls are as green as jade. Located in the heart of the lands held by the secretive Scorpion Clan, the city is Ryoko Owari Toshi, Journey's End City, the darkest lair of intrigue and villany in the Emerald Empire. Dark secrets, hidden treasures, sinister vices, etc. Contains 2 maps, 3 books, and 2 booklets. $54.00

Game Master's Survival Pack L5R Helps you to run a smoother campaign, organize cities and grand sweeping adventure plots, with lots of guides and tips. *Due Feb '99.* $30.00

Legends of the 5 Rings GM Pack With a full color GM screen, advanced mass combat rules, and an adventure, The Hare Clan, where the Lion Clan has asked the heroes to recover a scroll in the possession of the Hare Clan. But the Scorpion Clan is also after the scroll, and they will stop at nothing to obtain it... $27.00

ShadowLands Sourcebook Beyond the barricade of the Kaiu Wall lies the twisted, poisoned region known as the Shadowlands. Here, the evil of a fallen god warps and contaminates the land and all who dare tread there. Honorable samurai have been driven mad, their bodies disfigured and their spirits crushed. Foul creatures such as goblins, ogres, trolls and oni roam the region, as well as mujina and zombies. 160 page hardback sourcebook. $47.50

Tomb of Iuchiban Iuchiban has been trapped in his secret tomb, guarded by the most fearsome traps devised, but an ancient cult is trying to release him to go on a rampage of evil. Your small band of samurai must prevent this, which will require you to enter the evil tomb. With an adventure, complete coverage of the tomb including maps, room descriptions and pictures, 12 room tiles, a history of the Bloodspeakers Cult, and character descriptions. $55.00

The Tao of the Naga Details the history, background and culture of Rokugan's most mysterious race...the Naga. Has their culture before and after the Great Sleep. *Due Dec '98.* $28.50

The Way of the Crab For 1,000 years the brutal Crab Clan has guarded the borders of Rokugan from the horrors of the Shadowlands. Now learn what drives the Emerald Empire's grim defenders and discover the tactics they use to keep their unholy foes at bay. Learn the untold legend of Osano Wo. $28.50

The Way of the Crane Surrounded by opulent splendor, the Crane have created a world of culture, beauty and virtue. For ten centuries they have followed the path of honor and loyalty to the Emerald Throne. Discover the intricacies of Rokugan's most noble clan. Courtiers, Kakita Artisans, Iron Crane Daidoji, etc. $28.50

The Way of the Dragon The isolated Dragons have always been an enigma to the rest of the Empire. Now, you can learn what drives this mysterious clan. Includes background and history of the major Dragon families, details on their magic, and rules for playing one of the famed tattooed men. $28.50

The Way of the Lion For a thousand years they have had a single purpose - protect the Emperor...at any cost. Gives the history of the Lion Clan, including their most important battles, and the generals fought them: new character rules; warfare in Rokugan; new skills, techniques, etc. $28.50

The Way of the Phoenix Dark sorceries and high magics capture the heart of the Phoenix. From their mighty Elemental Masters to the secret sorceries within their vaulted libraries. Also the dark story behind the Elemental Master.. $28.50

The Way of the Scorpion "We are not misunderstood. We are just evil." The villainous Scorpion have made certain their reputation has remained untarnished throughout Rokugan's history. But are the masters of deception really who they want you to believe they are? Also rules for advanced poisons, the Shosuro Assassin, etc. $28.50

The Way of the Shadow The Ninja investigations of Kitsuki Kaagi. A hardcover book. As Game Masters read of Kaagi's investigations, they will find notes and maps in the sidebars, showing them how to run a ninja campaign. Due Feb'99. $50.00

The Way of the Unicorn For 800 years, the Ki-Rin Clan wandered the wastelands outside of Rokugan. When they returned, they were the Clan of the Unicorn, armed with barbarian magics and tactics. Discover the secrets of this exotic clan! Includes new battle rules for Otaku Battle-Maidens. $28.50

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Macho Women with Guns

Spoof A sling off at other RPGs and common sense in general. **By BTRC.**

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3. Heir to the Dragon Set in the 3020s, this is a reprint of an old title. It is time for Theodore Kurita to consider to taking upon himself the mantle of leader for the Draconis Combine, but matters become desperate when Hanse Davion invades the Combine, intent on conquest. $11.00

5. Natural Selection A new bandit unit using Clan weaponry has invaded Federated Commonwealth space & is stomping on every garrison that gets in the way. Both the Wolf Clan and FC are desperate to stop these bandits before it escalates into a war - but who is supplying them? $8.95

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7. Ideal War Thomas Marik has conceived of a plan to elevate the position of mechwarriors and keep devastating technological weapons on the back burner - but his plan is threatened by a vicious war on Gibson. $8.95

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9. Blood of Heroes It had to happen - Richard Steiner has decided to form the Skye Marches into an independent state, & sends forth the Tenth Skye Rangers to do the job. With an elaborate plan, they assault Glengarry, when most of the Gray Death Legion are called away. What chance do the recruits & others left behind have against overwhelming odds? Can young Alexander Carlyle perform a miracle? $8.95

10. Assumption of Risk By Michael Stackpole. Arguably the best BattleTech novel written to date - this novel will set your mind spinning. As Kai Allard-Liao fences with his uncle Tormano Liao, we not only discover the horrifying truth behind Katrina Steiner's murder, but events almost lead to war, and the machinations of Davion/Steiner politics are gripping. $8.95

11. The Far Country A Kurita jumpship makes a misjump and arrives near an uncharted planet. The ship falling apart, the 8 Kuritan strike team members, mech mercs, and ship's crew all flee to the planet, where they find another ship has made a similar misjump 300 years ago. They spend most of the novel fighting amongst themselves, & then against the earlier people. The heroes of the book are bird-aliens who behave like Ewoks. $8.95

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13. Close Quarters The Cabelleros sign on to protect Theodore Kuritas corporate-mogul cousin, They think it is a low risk, high paid job. But danger lurks among the looming bronze towers of Hachiman - the yakuza and the ISF, both trying to bring down the man they are trying to protect. The main character is Cassie, a hardened veteran scout working for the Scout Regiment of mechs. $8.95

14. I am Jade Falcon Star Commander Joanna has lived with the shame of Jade Falcon's defeat at Twycross for years, but now she finds herself and her clan pitted against the Wolf Clan. But will her advanced age bring her to defeat again, or will being a Jade Falcon be enough for her to take on the Black Widow in a repeated battle for Twycross. $8.95

15. Tactics of Duty Insurrection sweeps through the fragmenting Federated Commonwealth, pitting Steiner against Davion forces, and civilians against their petty oppressors. On Caledonia, its not different - except that the mercenary Gray Death Legion is caught in the middle of it all. $8.95

16. Highlander Gambit Chancellor Sun-Tzu Liao dispatches Death Commando Loren Jaffray to the planet Northwind. His mission: to single handedly destroy the elite Northwind Highlanders, the mercenaries who abandoned the Capellans in their hour of need thirty years ago. As the grandson of famous Highlander warriors, Jaffray is the perfect instrument to exact Sun-Tzu's revenge. But Prince Victor Davion is not going to sit back and watch.$9.50

17. Star Lord A self-appointed Star Lord launches a series of raids that threaten and terrorise the universe with an army disguised as Knights of the Inner Sphere. Thomas Marik employs an unlikely company of mechwarriors and shows the Star Lord that two can play at impersonation. $8.95

18. Malicious Intent Vlad Ward uses secret information to re-establish the Wolves as a fearsome Clan while the Jade Falcons embark on an ambitious campaign driving deep into Katrina Steiner's Lyran Alliance. Katrina must turn to Victor for help, but that won't stop her from trying to do him in! By Michael A Stackpole. $10.00

19. Hearts of Chaos The fanatical Black Dragon Society want to conquer the planet Towne, and Chandrasekhar Kurita sells Cassie Suthorn and Camacho's Caballeros to resist the invasion. But everyone thinks they are the invaders! $10.00

21. Black Dragon The Black Dragon society is tired of fiddling around, and plan to kill Theodore Kurita. But Cassie Suthorn and her indefatigable Caballeros could be the only unit with enough guns and grit to save the Draconis Combine from these extremists. $12.00

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4. Freebirth On his Khan`s orders, mechwarrior Horse of Clan Jade Falcon travels to Clan Smoke Jaguar's home world to investigate a Falcon secret scientific station. But what secret experiments are being done that could be the end of Horse and give explosive results to the whole Clan? $11.00

5. Sword and Fire Task Force Serpent stands poised on the brink of the greatest military operation since the liberation of Terra in 2277 - the target is the Smoke Jaguar homeworld. But with an assassin loose in her forces, General Ariana Winston will have to drawn on all her skill to reduce the Jaguar`s planet to ruins with sword and fire. $11.00

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7. Prince of Havoc Prince Victor braves the unknown and travels to Strana Mechty, the heart of Clan territory. There, with elite units from the Innersphere, he must try to destroy the Crusader cause amidst the Clan factions. The Clans accept his challenge. But Victor left behind his scheming sister Katrina Steiner, whose ambition knows no bounds. $11.00

8. Falcon Rising Jade Falcon Khan Marthe Pryde strives to rebuild her clan. To do so she forms a troop composed entirely of freeborn warriors. Clansmen born of parents and not genetically engineered. She even allows them to compete for bloodnames. The other clans challenge her to a Trial. *Jan.* $11.00

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MERP II Accessory Pack Boxed accessory including the adventure Loons of the Long Fell with 6 developed characters, maps & floorplans; 60 standup light card figures; 16 pages of color displays including the Last Inn & a Ruined Castle; and dice. $28.50

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Angmar Features Carn Dum, the imposing mountain citadel of the Lord of the Morgul, with floorplans; color maps of the area; orc tribes described in detail; a glossary of 1000 orc words; orc holds; the six deadly generals who govern the Witch-King's mannish warriors; three sinister high priests, haunted ruins, etc. $42.50

Arnor: The Land Includes four color maps; delve into the inner workings of the Witch King`s malice as he contrives dark plagues, killing curses and unnatural blights; the Dunedain`s struggle against him; the localities of Bree, Tharbad, and the Barrow-Downs, and a series of adventures following the Banners of the High King, Gil-galad. $50.00

Arnor: The People Companion to Arnor: The Land. Tells the tale of Arnor's founding, her long struggle against the Witch-king of Angmar, and her eventual dissolution and demise. With engaging summaries of Arnor's inhabitants, politics, warcraft and adventure opportunities, as well as a lively history. $37.50

Creatures of Middle Earth How would you fare against Smaug the Golden? Could your marksmanship find the dragon's weak spot? Would your courage withstand the worm's fire? Test your powers against Morgoth's legacy: the wargs of haunted Hollin, the Balrog of Moria, the cave trolls of Moria, the Hill trolls of Morder. All of Tolkien's creatures, both fell and pure, are listed here. 144 pages. $30.00

Dol Guldur Some will remember that Gandalf the Wizard did dare to pass the doors of the Necromancer in Dol Guldur, and secretly explored it, finding that his fears were true - Sauron was taking form once again. When at last the Council put forth its strength, they drove the evil out from Dol Guldur - but he merely went to Mordor. A sourcebook detailing this hideous cavernous mountain in Mirkwood, with floor plans, orcish traps, history, and daring rescue mission. $45.00

Elves: Peoples of Merp A series covering the peoples of Middle Earth, covering all aspects of society, etc. $30.00

Hands of the Healer Delves into the vast array of healing lore, natural and magical, which the Free Peoples have distilled from their relentless struggle against the Dark Lord and his foul minions. With a comprehensive herb compendium. $32.50

Lake-Town Presents this famous town with all its vivid bustle, craft associations, burg's coiner, drihten who collect the tolls, and smugglers, etc. With an introductory adventure followed by a two part mini-campaign which draws the players into the watery labyrinth amidst the piles below the town's wooden streets and out into the dangerous wild lands outside the town. $42.50

Minas Tirith Documents the history, design, layout, garrison, and inhabitants of the Guarded City, pre-eminent symbol of the Free Peoples' struggle against Sauron of Mordor. 2 full color maps, key locations, the Royalty are described, there are floorplans of 40 places in the city, information on Denethor and his heirs, the lands around the city, and adventures. $45.00

Mirkwood Once a beautiful forest, the coming of the Necromancer turned it into a dark and frightening place full of evil creatures and huge spiders. Adventurers who enter Mirkwood risk either the snares of the Necromancer's minions or the confusing magic of the Silven Elves grown perilously wary in their slow retreat north. This is a reprint with a few new illustrations of the old 1988 module. $42.50

Southern Gondor: The People Tells of Elendil's sons, Isildur and Anarion, recounting their arrival on the shores of Endor and moving through the events of the great nation they founded there. Reaches back to the First Age and follows through to the Fourth Age. $37.50

Southern Gondor: The Land Presents Gondor's coastal provinces in vivid color and detail. The route of humble country lane and famous high road; the scattering of manor, hamlet, village, and town across hill and dale; the placement of beacon, guard posts, haven & citadel, etc. $50.00

The Kin Strife Presents the people, politics and armies of Gondor under the repressive rule of Castamir the Usurper. The Cor Aran, his deadly ring of informers, detain any who work to restore the rightful King to his throne. Criminals, Southron Spries, and servants of the Dark Lord are all embroiled in the Civil War and conflict. 240 pages. $40.00

The Northern Waste Explores the vast, uncharted region of Forodwaith, a land of chilling tundra and unrelenting cold. These lands have become a refuge for the ice-dwelling Lossoth, who hunt the perilous shores. The mysterious Snow Elves also haunt the borders. With a 17"x22" color map and two adventures. $50.00

Treasures of Middle Earth A 206 page source book detailing the most potent artefacts of Tolkien's world, including Anduril, the palantir, the rings, arms, armor, apparel, gear, jewellery, art, musical instruments, tools and trappings, etc. Also features information on the creators with their forging techniques, & the properties of materials. $34.00

Valar & Maiar 128 page second edition sourcebook on the two angelic races of Middle Earth. The Valar, mighty beings created by the One God, including the fallen Melkor; and the Maiar, the helpers of the Valar, including Gandalf, Saruman, Sauron, the balrogs, Ungoliant, etc. Has complete character stats for both MERP II & Lord of the Rings. $25.50

Millennium's End

SCI-FI This is a futuristic technothriller RPG set in Earth's dark future at the turn of the century.

Millennium's End 2nd Ed RPG It's 1999. America's inner cities are torched by riots and ruled by drugs. Wars seethe in the deserts and jungles of the third world. Techno-terrorists take on the fallen superpowers and corporate giants. Only the tough survive - and when they need something done, they come to you. You're a Black Eagle operative, working for a company with a worldwide reputation for getting any job done, any time, by any means. Flexible, realistic & fast paced rules. 200 pages. This is a complete RPG. $23.00

GMs Companion Dozens of specific tips for managing game events and pacing, manipulating your players, building unique NPCs, 50 pages of detailed location maps, heaps of NPCs, etc. $33.00

Miami Sourcebook A city of tropical delights, speedboats and beach hotels. But also a city of corporate and gang crimes, and the entry point for half of the drugs that come into the USA. $27.00

Nightwalker/The Villee Affair It's 1999. America's inner cities are torched by riots. The government is corrupt and police struggle with techno-terrorists and druglords. With three complete adventures/assignments. $20.00

Terror Counter Terror At every moment, on every continent, in every country, terrorists are at work. In a world on the brink of collapse-a world of decaying infrastructure, overburdened police forces, bush wars, famine and impending environmental cataclysm-the price for getting a story on cable news is often measured in body counts. Covers fifteen terrorist organisations and six counter-terrorist organisations in the year 1999AD. $25.50

The Medellin Agent After decades of struggle against minor guerilla groups, in 1999 Columbia faces an all-out war agains the heavily armed, aggressive drug lords of the Medellin Cartel. Sourcebook including Columbia's geography and history as well as forces and agendas for both sides. $33.00

Ultramodern Firearms The ideal weapons compendium for Millennium's End or any modern game system. Has over 200 entries covering 300 modern weapons, scopes, laser sights and night vision devices in use in the world today. Over 90% are illustrated, and all have relevant and interesting info written in plain, easy to understand English. Also has a listing of more than fifty military, police, special operations and counter terrorist organisations and the weapons they use. 23.00

Vehicle Sourcebook The comprehensive guide to cars, motorcycles, helicopters, airplanes, boats, tanks, etc. Over 150 vehicles and hundreds of variants, from motor scooters to stealth fighters, with an emphasis on vehicles that might commonly be used and encountered by players. $45.00

Murphy's World

MURPHY'S WORLD RPG An RPG designed to give the GM as much fun as the players, because on this world, anything which can go wrong will go wrong, and at the worst possible moment. The humor is very light hearted and in the vein of Hitchhikers Guide to the Galaxy. This 152 page book presents a fully developed world where reality plays no part. Characters from any other RPG can be slotted in successfully. Includes lots of races and cultures, a ridiculous magic system, lots of nifty tables to generate silly places, things, creatures & people. Also has a stupid adventure. $37.00

Bob: Lord of Evil The Dark Lands, ruled by Bob, Lord of Evil, are a silly place where you can play light-hearted adventures with a techno-fantasy-horror theme. A complete game system, which also lets you use any character from any other RPG, or from Murphy's world. So join Murphy in exploring these twilight lands, fraught with new discoveries and the good ol' Murphy's Law. $37.00

Mutant Chronicles

SCI-FI An extremely dark role playing game set in our not too distant future. See the figures in the Miniatures Section. **By Heartbreaker Hobbies.**

MUTANT CHRONICLES RPG 2nd Ed The Solar System is a roaring mayhem of death and war. The surfaces of the inner planets have been swept clean by the violent onslaught of the Dark Legion's storming hordes of Nepharites, Necromutants, Razides and Undead Legionaires. In the enormous cities of the far and distant future, heretics devoted to the destruction of humankind stalk the dark backstreets and gloomy alleys spreading their teachings of greed, jealousy and war. This 2nd Ed has an improved character generation system, combat rules and rules for using the Art and Dark Symmetry. Contains more background on the universe, and a full page spread on the massive city, Luna $52.00

Algeroth: Apostle of War An excellent 144 page book focused on the armies and armories of the Lord of Dark Technology, with detailed descriptions of vehicles, weapons, creatures, citadels, equipment, Nepharite intrigues, necro-bionics, bio- & necro-technology, etc. Complete rules for running Algeroth player characters or heretics. Also includes a horrifying adventure whereby you lead a team of Doomtroopers or the like in destroying a newly built Dark Legion Citadel. Detailed maps with descriptions are provided for all 8 levels of the Citadel. Also has Fury of the Clansmen rules. $35.00

Bauhaus: Power of Heritage Bauhaus made their home on Venus, where first there was nothing but rivalry and division. But Nathaniel brought hope and light, which was needed, as the Dark Apostles came too, darkening Venus with their evil presence. Now there is war without end on Venus. This book describes everything you want to know about Bauhaus, its people, structure, weapons, creatures, etc. First Edition. $25.00

Capitol: Pride & Profit The first and mightiest among the great megacorporations, situated on Mars. All you want to know about Capitol and its citizens, new backgrounds, more special forces, heavier weapons, armor and equipment, vehicles and new rules for vehicle combat, extensive descriptions and maps of locations on Mars. An adventure is set in San Dorado. $25.00

Cybertronic Sourcebook The Corporation that relies on Cybernetics and computers - putting itself and others at risk, as the Dark Legion has proven it can occasionally take over the "minds" of cyborgs & computers. $25.00

Ilian: Mistress of the Void Sourcebook Delve into the dark mysteries of Ilian, the Lady of the Dark Symmetry and the Harbinger of the Dark Soul. This book is full of details about the Dark Lady herself, her malevolent minions and their foul weapons, as well as how to create a Heretic of Ilian. 30 new Dark Gifts for Heretic characters. $18.00

Imperial The first three Megacorps were Capitol, Bauhaus, and Capitol. But a forth was formed - Imperial. They were responsible for unwittingly unleashing the Dark Legion on Nero, and since then have fought the evil and the other Megacorps at the same time. Details the Young Guards, Security Command, Blood Berets, the Wolfbanes, etc. Has an adventure, details space travel, an asteroid belt, weapons, skills, etc. $25.00

Mishima Discover Mishima and learn of the Overlord and his crumbling dynasty. Features new weapons and vehicles, and professions such as the fabled Demon Hunters and legendary Shadow Walkers. Info about Mercury of its capital Fukido, as well as a thrilling adventure. $25.00

The Brotherhood An 80 page supplement with color plates & heaps of illustrations. The Cardinal came forth to help stand against the Dark Legion, & the Brotherhood stands with him. They protect humanity from corruption within as well as evil from outside. This book details Inquisitors, Mystics, Mortificators, the Cardinal, the Archangels, the Sacred Warriors, the Fury Elite Guard. Also new spells, 17 new backgrounds, etc. First Edition. $25.00

The Second Seal of Repulsion Part One in the Venusian Apocalypse adventure trilogy. What started as a simple recon mission in the Venusian jungles soon becomes a race against time as the characters are beset by terrorists. Surviving this leads to the jungles full of perils, until finally a great evil is encountered that could destroy Venus and the whole solar system. $16.00

The Four Riders Part Two in the Venusian Apocalypse adventure trilogy. Heimburg quakes in the wake of the Battle of the Second Seal, and mankind faces the deadliest plague mankind has ever known, a disease that could wipe out life on Venus in a matter of weeks. $16.00

Beyond the Pale Part Three in the Venusian Apocalypse adventure trilogy. The streets of Heimburg have now erupted into all out war with Dark Legion and Brotherhood troops fighting for every block of every neighborhood. Another great threat looms in the background, and there is only one night left before all is lost. $16.00

Nephilim

HORROR One of the first of a spate of role playing games about great spiritual beings who have existed throughout time. Very much like the *Highlander* concept, and inspired by Hindu and Buddhist philosophies. **Translated and published by Chaosium.**

NEPHILIM RPG The nephilim character has a past which is as ancient as humankind, uses supernatural power, and has lifetime goals which are incomprehensible to most humans. This character sees a mystical and magical vision of the world and possesses and rich and unsettling personality. The character is a spiritual being who has lost its body, and thus inhabits human bodies in different periods of history. These nephilim creatures are awakening en masse in the 1990s, but each needs to reach a state of Argatha, much like Nirvana in Hinduism. 232+pages. $37.50

Chronicle of the Awakenings Several new resources for the player and GM. 16 new past life eras for character generation, also filling in more of the time-line. A section on metamorphosis rules, new transformations, 4 new metamorphosis, etc. $28.95

Liber Ka A supplement introducing an updated, alternative magic system following authentic occult principles. The book includes the Nephilim history of western sorcery, a grimoire of new spells, etc. $25.50

Major Arcana Rules for astral travel, divination, meditation, magical correspondences, 30 new spells, 60 scenario seeds. $37.50

Nephilim GM Veil A GM reference screen for Nephilim containing the important and often used tables and rules summaries, lists of spells and skills. Also includes PC dossiers & a complete scenario. $27.00

Nephilim GM's Companion An invaluable resource full of background aids and resources for Nephilim GMs. Includes new spells, elemental creatures, campaign setting. $25.50

Nephilim Character Dossiers Character record sheets. $15.00

Secret Societies Since the fall of Atlantis the secret societies have grown, due to Nephilim patronage of human ambition. Many of them have learned to hate the Nephilim. Worse yet, many of them have learned to fight the Nephilim. These invisible empires rise and fall. $28.95

Serpent Moon A series of four linked adventures set in the USA. The player characters must uncover the plans of the Templars and stop them before they permanently damage the fabric of the elemental realm. The face someone from another dimension, avoid capture, seek the truth. On special… $5.00

Nightbane

Horror Yet another "I woke up one day and I was no longer human!" game. The name has been changed from *Nightspawn* to *Nightbane* to avoid a legal battle. **By Palladium.**

NIGHTBANE RPG A dark fantasy game set in a world beset by inhuman creatures that threaten humankind. Ironically, some of these creatures - the Nightbane - have become the defenders of the world. Feared and despised by most normal humans, the Nightbane struggle to survive and fight the true monsters who have taken over the world. In this game, the monsters have quietly seized control of the government, police, and military. The average person is unaware that they are little more than cattle to these evil entities. The Nightbane grew up as normal humans, until the fateful Dark Day when their alien natures were revealed. Most of them are teenagers & young adults who now have to deal with the fact that they are physically repulsive & own many superpowers. They also must face the Nightlords. $32.00

World Book One: Between the Shadows Explores three mysterious worlds. The first is a world of espionage, spies, duplicity and secrets of the Spook Squad; the Astral Plane is far more mysterious and alive; and the Dreamstream, which is far more than the stuff of nightmares. $27.00

World Book Two: Nightlands Takes the players into the strange and wondrous Nightlands dimension, a twisted mirror image of our reality and home of the Nightlords, the inhabitants of the Lands of Night. Also has lost artefacts, new Nightbane talents and morphus, plus campaign and adventure ideas. $27.00

World Book 3: Through the Glass Darkly A book that will surprise a lot of people with its truly unique and twisted approach to magic, magic users and horror adventure. With 50 new spells, strange magical phenomena, living magic, Cybermages, Fleshsculptors, Mirrormages, mysterious locations, three adventures, etc. What lies beyond the Mirrorwall? Could the Guardians and Lightbringers have a hidden agenda? Are they a light or dark force? $27.00

Over the Edge

OVER THE EDGE 2nd Ed RPG A game which pits the player characters against all manner of decadent, evil, twisted, mind-boggling, blood-curdling, soul-rending, ego-shattering, world-turning experience. The Game Moderator is called upon to evoke an atmosphere of surreal danger. The players are called on to deal with this danger to body and soul, to thrive and accomplish their own goals in spite of it. The setting of the game is the mysterious Mediterranean island of Al Amarja, a place where anything can happen: secret invasions from outer space and other dimensions, global conspiracies, secret races, psychic powers, fringe technology, and more. 240 pages. $17.00

Of Gods and Men

OF GODS AND MEN RPG A war between the gods resulted in them abandonning the world, and the elves and dwarves also departed at that time, no-one knows where they went. The survivors developed magic and technology, but strayed into the darker arts, and soon became in bondage to dark beings. But great Unicorns lead a revolt of the animal kingdom against the demons, and overcame them. But the human kingdoms then entered into endless war, and the Outland colonies still sought the dark arts. Then suddenly new gods arrived - gods who walk among the world like men, unknown, except for when they use their immense powers. 328 pages and 54 Divine Power cards. $40.00

Cults & Conspiracies It is the dawn of the sixth century since the gods left mankind to fend for itself. Now the realm is on the brink of war and perhaps its ultimate destruction. Strive to become a part of one of many ancient and arcane organisations which struggle with each other for domination. $17.00

Of Gods & Men GM Screen Standard GM Screen plsu 18 new Divine Power cards and an adventure. $17.00

Palladium

FANTASY Obviously based on the AD&D system, but with less game mechanics - ideal for those who like pulp fantasy but lack the motivation to read a plethora of rulebooks! **By Palladium.**

PALLADIUM FANTASY RPG 2nd Ed Dramatically revised and updated 2nd Ed of Palladium RPG. This is a bold and dangerous world of high fantasy. A world of magic and conflict. A world dominated by human civilisation built on the bones of non-humans who reigned before them. A world of unparalleled heroic adventure filled with magic, inhuman creatures and intrigue. Players can be an unique creature such as a changeling, wolfen, bearman. PCs include ogres, trolls, dwarves, humans, etc. Combat is fast & realistic. $47.50

Book II: Old Ones 2nd Ed The Old Ones existed long before the dawn of man, and they rule the Palladium World for untold millenniums. This book describes them in detail. Also describes the kingdom of Timiro from the campaign world. Includes details and maps on eight cities, 25 towns, 22 forts and various adventures. 224 pages with two new character classes. $36.00

Book III: Adventure on the High Seas 2nd Ed 224 pages featuring 24 character sheets, new character classes such as pirate, a dozen different ports, cities, towns and forts, adventures and adventure ideas, more world information and history; sailing ships and ship to ship combat. $36.00

Dragons & Gods Includes 14 dragons including the Hydra, Fire Dragon, Thunder Lizard, Cockatrice, Lo-Dox, Ultucan, etc; dragon hatchlings, adults and ancients, their society, powers and weaknesses; weapons and magic items made from dragons; over 40 gods complete with minions, magical weapons and artefacts, history, legends and worshipers, over 20 demonic lords, elementals and spirits of light; rune weapons, dragon slayer swords, etc. $36.00

Monsters & Animals 2nd Ed Details over 120 different monsters and creatures of magic, including giants, faerie folk, entities, sea serpents, ratlings, sphinxes, etc; many of which are optional player races. The animals section has over 200 animals. There are world maps for every creature, ideas for adventures, GM tips, etc. $36.00

The Island on the Edge of the World An adventure-sourcebook that takes place beyond the mountains of the Old Kingdom. Introduces crystal magic rules & spells, plus a vile mega-villain! $27.00

The Compendium of Weapons, Armor & Castles A superb book which is a needed reference for anyone interested in the ancient or medieval worlds - whether a role player or not. (I've got a copy!) 224 pages listing actual weights, lengths, names and game stats of hundreds of weapons, types of armor, castles from all over Europe and the rest of the world, siege weapons, early gunpowder weapons, etc. Heaps of illustrations. $34.00

The Compendium of Contemporary Weapons 176 pages of modern weapons, giving their ranges, weight, ammo, size, and game stats. Includes body armor, riot control devices, revolvers & pistols, rifles, shotguns, ammunition damage, & selected heavy weapons. $34.00

Western Empire An indepth look at the nefarious "Empire of Sin". The young bold Emperor Itomas, the Empires hierarchy, key nobles, cities and provinces, habits, allies, political intrigue, and wars. 200 pages. $40.00

Yin-Sloth Jungles 12 new occupational character classes and races including the beastmaster, holy crusader, witch hunter, bounty hunter, tezcat shaman, fire sprite, lizard men, headhunters, etc. 28 new skills, weapon notes, traps and poisons, the Great Fire Bog, Orcish Empire, more of the Palladium world's history. 25 maps, etc. 160 pages. $27.00

Pendragon

FANTASY An excellent and roleplaying game set before & during King Arthur's reign - players become Christian knights eager to prove their chivalry & courage, and sire a son! **By Chaosium.**

PENDRAGON 4th Ed. A dynastic game where each session equals a year of play time. The system is clean and dynamic, allowing the GM to concentrate on plot and characterisation. An important aspect of play are passions, which guide the players actions and desires. The new edition is expanded and includes material from Knights Adventurous. The most important addition is a brand new magic system, including player character magicians. 350 pages & map of England. $46.00

The Arthurian Companion Enter the world of Arthur, King of all Britain and master of a thousand knights. Explore the beauty and splendor of the legendary world of Camelot and the Round Table. Written in a warm and entertaining style, contains over 1,000 entries, cross-referenced and annotated. An alphabetical guide to the Arthurian legend and literature. $25.50

Beyond the Wall: Pictland & the North The Wall is Hadrian's Wall, a miles long fortification built centuries ago to hold back the hordes of wild savages living north of civilised Britain. Beyond it lies Caledonia, a bleak and harsh land where civilisation and feudalism have never reached. Tribal Picts, the Painted Men, rule here. Fiercely independent, they unify only to meet threats from outsiders, whom they loath and fear. Outsiders like your knights. 124 pages. $34.00

Blood & Lust Provides campaign material for the Dukedom of Angleland, GM's tips, & 4 linked adventures: The Heart Blade, Castle of Tears, Stygian Stallions & Morgan le Fay's Challenge. 128 pages. $32.50

The Boy King 2nd Ed Adventure with young Arthur in his quest to claim the kingship of Britain. This 80-year campaign lets you battle enemy lords, defend the realm against savage invaders, clear the land of awesome monsters, and find glory doing so. $35.50

Land of the Giants Explore the lands of Scandinavia in the time of Beowulf and King Arthur. While Arthur sat upon the throne in Britain, Beowulf and Grendel engaged in an epic struggle. Allows you to play Scandinavian characters or visit the country. Includes an adventure featuring Beowulf, and a map. $34.00

Pagan Shores A 126 page sourcebook detailing the land of Ireland in the time of King Arthur, a land full of tattooed pagans, power wielding druids, etc. Covers Irish character generation, Irish customs, an atlas of Irish Kingdoms, Laws of Property, the family, etc. $32.50

Percival & the Presence of God This is the first paperback edition of this classic Arthurian novel, focusing on young Percival's quest for King Arthur and the Holy Grail. The core of the book is the traditional tale of Sir Percival, first told in twelfth-century France, retold here by Jim Hunter. $18.50

Perilous Forest Features 3 major adventures, over 12 short scenarios, and extensive background details for western Cumbria and the Perilous Forest. With 2 maps, including Hadrian's Wall. $32.50

Providence

PROVIDENCE MAIN RULE BOOK Providence is many things. It is a game of super-powers and magic. It is a world of high-fantasy and adventure, a battle between good and evil, right and wrong. Amidst the chaos and destruction stands a beacon of light. You are that light. Will you join the fight? This beautifully illustrated 264 page rulebook provides all the information necessary to begin a campaign. Included in this book is the character creation system allowing you to play a wide variety of characters. A complete description of skills, powers, and spells is provided. In addition, readers will be introduced to the Creative System, the set of basic, advanced and optional rules needed to fully explore the game. This is a place of high fantasy where the Arthurian legacy of grand chivalry is mixed, like a potent elixir, with the steel of super-heroes, including angels and demons. $51.00

Providence Main World Book War is imminent and the odds of survival are slim. The Alliance of Kings is greatly outnumbered and even their allies want to see them in chains. Internal problems are tearing the society apart. The world itself is trying to kill them. Providence needs heroes. Will you heed the call? This lavishly illustrated book gives a detailed look at Providence, with its inhabitants, geography and history, and a detailed description of the races, including Troupial Bat, Gargoyle, Dragon, and Eagle. $51.00

Providence GM Compendium Has the typical GM screen, a 66 page sourcebook with over 20 influence characters described in detail, new powers, magical items, 8 page insert with character sheets and other play aids. $28.95

Providence The Recognizers The Lost Tribes are about to attack. The world is about to collapse. Providence`s criminals think the authorities are too busy to notice them - but they`re wrong. Complete character profiles on the 20 most wanted wretched and depraved villains. Also includes the history and organization of Providence`s bounty hunters- the Recognizers. $25.50

Rifts

SCIENCE-FANTASY Earth has been transformed - super science rule the nations of the future, but awesome magicks & supernatural creatures threaten a new dark age. **By Palladium.**

RIFTS RPG The world we know is gone. Nothing is as it should be. Earth has been transformed into a dimensional nexus. Rifts in space and time link Earth countless alien worlds and dimensions. High technology co-exists with magic and the fantastic. Giant robots and power armor warriors battle supernatural monstrosities. Unspeakable horrors slither through the Rifts with an eye for conquest, or to use Earth as a bridge to the infinite Megaverse. Somehow, humankind has managed to survive, many augmenting their frail bodies with bionics, power armor, brain implants, chemicals, magic, and alien sciences. Featuring magnificent artwork, and 256 pages. $45.00

RIFTS Game Shields & Adventures Contains two six panel GM screens for quick reference, a 60 page adventure sourcebook, 9 Rifts character sheets, 2 complete adventures, 18 adventures ideas, maps, etc. $22.00

RIFTS Index & Adventures Vol 1 An index that indicates which title and what page players and GMs can find specific characters, OCCs, RCCs, skills, weapons, vehicles, places, etc. Has 40 pages of adventures, adventure ideas, source info, etc, set in North America. $22.00

RIFTS Index & Adventures Vol 2 A quick, easy reference and index for the last two years of Rifts releases, including Juicer Uprising, Coalition Navy and War, Spirit West, etc; and adventures, ideas, maps and data. $22.00

Mutants in Orbit An adventure sourcebook that can be used with Rifts or Teenage Mutant Ninja Turtles. Includes rules for generating Rifts characters, the background is a massive nuclear war that almost wiped out humanity, leaving small space colonies in orbit around the Earth to fend for themselves. $20.00

RIFTS Sourcebook Campaign information on the Coalition Government, Skelebots, body armor, robots characters, villains, NPCs, weapons, equipment, monsters, & adventure. 120 pp. $20.00

RIFTS Sourcebook 2 - The Mechanoids A.R.C.H.I.E. Three plans on opening a giant dimensional rift to bring combat cyborgs to Earth. Includes new robots, weapons, mechanoids. $20.00

RIFTS Sourcebook 3 - Mindwerks 112 pages with nearly a dozen new O.C.C.s and R.C.C.s, including the Mindwerks cyborg, psynetic crazy, psi-bloodhound, lycanmorph, etc. New M.O.M. implants and powers, the NGR outlined and mapped, the mysterious Mindwerks, the Angels of Death and Vengeance. Gene-splicers, an evil Millennium Tree, monsters, an epic adventure, etc. $20.00

Rifts Sourcebook 4 - Coalition Navy Takes an indepth look at the Coalition Navy, the largest naval force in the Americas, located in Lone Star/Texas and which can be found up and down the Mississippi River, the Great Lakes and the Gulf of Mexico. Includes pirates and privateers, warships, subs, power armor, equipment, key bases, commanders, notable sea monsters, etc. 128 pages. $23.00

RIFTS Mercenaries A 160 page sourcebook on mercenaries. With 9 new occupational character classes including bounty hunter, master assassin, smuggler, spy, etc. There are rules for creating mercenary companies, six NPC companies are given in detail, there are transdimentional mercs, weapons and equipment, new bots and vehicles, adventure ideas, characters, and additional hints and data about the Coalition States, Tolkeen, Pecos Empire, etc. $29.00

RIFTS Conversion Book Enables characters or creatures created in any of the other Palladium RPGs (ie: Robotech, Heroes Unlimited, etc) to be used in the RIFTS. Includes notes on RIFTS Europe, adult dragons, optional player races, & a wealth of monsters. 224 pages. $35.50

RIFTS Conversion Book # 2 Pantheons of the Megaverse - mythological ancient gods and impostors. 180 + pages dealing all of these gods, their magics and weapons. $35.50

RIFTS Dimension Book One: Wormwood Features the living planet Wormwood, with bizarre forms of magic, the monstrous Unholy, horrific monsters, aliens, World Gate, morphworms, entrancers, new racial character classes, Hospitallers, etc. $27.00

RIFTS Dimension Book Two: Phase World An incredible transdimensional city that is also a space port located at the edge of three galaxies. This means that visitors come not only from other dimensions but other galaxies as well. Describes three galaxies in detail, techno-wizard spaceships, power-armor, & weapons, phase technology with new ships, weapons, cyborgs, etc. $32.00

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16. Black Madonna Leo, the world's greatest genius, wants to share the "truth" with the world and needs money to do it. So he stages the most stylish and sophisticated electronic blackmail scheme in the history of the world. But when decker Michael Sutherland and pals Serrin and Geraint team up to track him down, they find Leo has some very scary friends who don't want him to share the "truth" with anyone, and who would like to see Leo and the runners dead. $9.50

17. Preying for Keeps Jack thought his lover betrayed him until she turned up dead. Now the data he stole is wanted by the elves, the yakuza and the mafia. And now a disease is rampant throughout Seattle, and it's up to Jack and his team to solve it. $9.50

18. Dead Air Two elven bikers, Tamara and Jonathon, have been tearing up the league of Combat Biking, but then Tamara is given a brutal hit by another team. Jonathan is out for revenge, but if the megacorp agents, simsense industry operatives, and hostile mages don`t kill him, the truth probably will... $9.50

19. Shadowboxer A dwarf merc shadowrunner named Two Bears signs on to dig up some data on the word IronHell. Easy job, easy cash, until the decker helping him gets her brain fried in the matrix. $9.50

20. Steel Rain A massive war brews between the Nagato Corporation and Fuchi Corp. But behind these growing hostilities looms a more sinister threat, requiring far more talents that weapons. To survive, Machiko of the Green Serpent Guard, must defeat a high-tech foe with almost unlimited powers and absolutely no mercy. $13.00

21. The Lucifer Deck Life on the streets of 21st century Seattle can be tough, especially for a young ork like Pita. And it gets a lot tougher when she witnesses a corporate mage murdered by the violent spirit he just conjured from another dimension. Now she`s in a heap of trouble with the dead mage`s employer, an organisation with something to hide. $13.00

22. Headhunters What`s the link between a man lying dead in a funeral parlor and one of the world`s largest corporations? Why would those investigating Dunkelzahn`s death care about this corpse? How long can Jack Skater survive? $11.00

23. Bloodsport An old women dies as a result of an ancient curse, and her two grandchildren investigate, and discover a strange religious cult proclaiming the end of the age of Fifth Sun. But some secrets are better left buried... $11.00

24. Technobabel He awoke in a body bag, his brain fried and a black hole where his memory should have been. If not for the carbon-fiber blade in his arm he would have been dead. But Babel is still alive and back in the game. $11.00

25. Wolf and Raven Collection of ShadowRun short stories by Michael A Stackpole. The interlinked tales follow the adventures of Wolgang Kies, gifted shaman and operative for Dr Richard Raven, the elven man of mystery who fights wrong doing in the mean streets of 2050s Seattle. $11.00

26. Psychotrope It started out as a simple Matrix run, but now five top deckers are trapped inside a nightmarish virtual landscape where jacking out is an impossibility - and what has all the hallmarks ofthe afterlife: tunnels of brilliant light and greetings from long dead family...and the terrifying sense of being juggled between heaven and hell. There is only one thing in this computer generated netherworld that can be trusted, and it is not your senses... $11.00

27. The Terminus Experiment Dr Oslo Wake has created genetically altered living dead, infected metahumans who are not mere vampires, but something more deadly, that does not have to hide in the night. Warren Storey is the next test ginea pig, unless the ShadowRunners can rescue him. $11.00

28. Run Hard, Die Fast Argent`s former lover is in deep trouble – her op turned bad, stranded by her megacorp, targeted for flatlining by two others. So Argent decides to risk all to save her, but he knows it`s a suicide mission. But that never stopped the steel-armed street samurai before. $11.00

29. Crossroads Secrets from Tommy Talon`s past send him home to Boston where he comes into conflict with megacorps, yakuza and a powerful spirit. He discovers some unexpected things about his past. *Feb '99.* $11.00

30. The Forever Drug The shapeshifter Romulus finds himself caught in the middle of a covert struggle between terrorists, smugglers, Lone Star, and the late president Dunkelzahn`s legacy. And then a beautiful woman with amesia turns up, he decides to find out how she fits into the picture. *April '99.* $11.00

The Dragon Heart Saga

1. Stranger Souls UCAS President Dunkelzahn, cut down by unknown enemies in the hour of his triumph, left one last set of orders for special agent Ryan Mercury, to save the world from magic so powerful that nothing may survive it. $10.00

2. Clockwork Asylum Ryan Mercury, the late president`s secret agent, wants revenge for Dunkelzahn's death. But a powerful cyberzombie under the influence of a powerful spirit stands in his way. $10.00

3. Beyond the Pale In the mission given him by Dunkelzahn, Ryan Mercury promises to deliver the magical Dragon Heart safely to the metaplanes, where Thayla and her song are all that defend the earth against he onslaught of the enemy. But when Thayla is swallowed by the Chasm, the ultimate evil threatens the world. $10.00

Soothsayer

SOOTHSAYER RPG (The Player's Guide) Written and publishing in Australia, this is a generic role playing narrative adventure gaming system that lets you play in any world or time period. The system allows you to bring together fantasy, reality, history and science fiction, or simply choosing just one. The system lets you role play your favorite character in any setting. You can generate the characters you want to role play, casting aside stereotypes and even designing entirely new character species. The explicit, fast paced combat system makes for plenty of danger and excitement, whether unarmed, melee or ballistic combat. And you will role more than dice. The unique player assessed award system encourages creative role playing and enhances your whole gaming experience. $39.00

Soothsayer Character Record Sheets & Reference Tables Contains 18 official character records and 40 roleplaying assessment score sheets. The cover is also a GMs screen. $10.00

Set in Stone A mysterious lady employs the player characters to find and free her husband, but not all things are as they appear. And if the players take too long, assassinations will occur and trigger an appalling war. $10.00

Sovereign Stone

SOVEREIGN STONE Quick Start Rules This is a new, simple entry-level roleplaying game based on ideas and themes created by artist Larry Elmore. These 24 page rules include a short story by Margaret Weis, skill based system, actions, magic, etc. This fantasy world of Loerem is inhabited by orks, elves, humans, and dwarves, and the evil Taan. $9.00

Mythical Lands Not actually related to Sovereign Stone. This is basically Larry Elmore`s autobiography, with heaps of his color & B&W art. $37.00

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STAR RIDERS RPG Very hard to find these days, but we have been able to obtain more stocks at last. A deliriously funny role playing game in the space opera tradition. When the Dadourunrun Conundrum Empire`s bureaucrats slightly "misplace" Earth - the coolest place in the galaxy - during a galactic re-organisation, you go off looking for it. Your common Toasters (you know, we put bread in them) are one of the alien races of the universe. (These are used in a multitude of ways, from door stops, to weapons, to currency, and yes, they even make toast!) $26.00

Star Trek Next Gen.

STAR TREK The Next Generation RPG A beautifully presented hardcover, full color book with 310 pages. Features the 'Icon System' – fast and cinematic game rules that allow you to create new scenarios based on real episodes or ones you create yourself. Simple character creation lets you begin play immediately. Detailed guidelines for creating and running your own episodes. Has an introductory adventure called "Shakedown Cruise" in which you go up against the Romulans. Has a comprehensive look at the history and continuing mission of the United Federation of Planets, covering Starfleet, ships, etc. Also covers some alien races, ships, and creatures. $55.00

Star Trek Narrator's Toolkit More details later. Sept. $27.00

Star Wars

West End Games have, to our knowledge, lost their license to provide Star Wars material. That means once our stocks are gone, you won't see it again. Even if another company picks up the licence, they may do something entirely different. We have put down a lot of prices, but stocks are limited.

STAR WARS 2nd Ed Revised & Expanded The hottest RPG just got hotter. This new hardcover, full color edition is a revision of the popular, 2nd Ed rules to make the game more exciting and fun to play. Features dozens of examples to make the rules easy to learn, over 30 character templates, a solo adventure, a player handout that explains the game, and an overview of the Star Wars Universe. 240 pages. $50.00

STAR WARS Introductory Adventure Game A magnificent boxed set entry point into the Star Wars roleplaying game. Everything you need to play is here. This game teaches you the rules while you play. One game booklet shows how to create and use your own Star Wars character fighting the Empire, another booklet teaches one person how to be the games master. $18.00

Alliance Intelligence Reports Heroes are only as good as the villains they fight. This collection of villains details some of the Alliance's most dangerous foes, providing a perfect selection of enemies for any Rebel team. Each entry has background information and game statistics, including numerous new droids, vehicles, and aliens. $25.50

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THE LEGEND OF YORE RPG By Galileo Games. The legend begins in an awakening world. A place where rare and powerful magic is wielded by elite sorcerers. Rich merchants challenge the declining nobility, and gods walk the earth. Yet beneath these powers, serfs and peasants toil for greedy lords. Bandits, beasts and supernatural creatures hunt the wilderness, and mercenary soldiers wander the world to fight for a few coins. This is a world of fantasy and sorcery, goblins and elves, humans and trolls. Detailed character creation system provides a unique character that is truly individual. 234 pages. $50.00

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Tribe 8

TRIBE 8 RPG The world as we know it was suddenly destroyed. The Z'bri, an evil alien menace beyond comprehension invaded the world from another dimension. But the portal was closed, stopping any more from arriving, while those who remained went berserk, enslaving, torturing, murdering almost all of humanity. But the Goddess saw man's plight and sent eight Fatimas to create eight tribes, who then took the struggle to the Z'bri. Joshua, the eighth Fatima, lead his tribe into the stronghold of Z'bri overlord, and slew him, but he himself was slain, and the tribe was all but obliterated. But this eighth tribe, Tribe 8, is slowly being resurrected, as misfits, outcasts and homeless humans come together to refill its ranks. But the Z'bri still remain, and most of humanity is still enslaved. The seven remaining Fatimas bicker among themselves, but gift the tribes with weapons with which to fight the Z'bri. Set in this tribal future, player characters are blessed with mystical insight and marked by destiny. They must struggle to build a new society from the ashes of the old. 108 pages of history & background, 100 pages of game rules and information, etc. $57.00

Tribe 8 Weaver's Screen & Assistant A typically illustrated GM's screen, with a GM's guide with expanded advising on GMing, details on creating epic cycles, portrayal notes for all the major locations, the first volume in the Tribe 8 storyline, etc. $32.00

Children of Lilith A new Fatima appears among the Fallen, gathering them together into a powerful force and challenging the Seven Tribes. Will Lilith bring lasting freedom to the 8th Tribe, or their destruction? *Due Feb.* $35.00

Tribe 8 Companion Narrate source material covers the Lost Tribes of Joshua the Ravager and Mary the Forgiver, the Quest Circles, the Keepers. Also additional resources to the Weavers, advanced combat rules, expanded Synthesis, and two complete quests. *Due March.* $35.00

Vimary 144 page core supplement. Details the game's core setting, and provides countless ideas and resources for quests and cycles. With an innovative telling of the history of the Seven Tribes, detailed return to Vimary itself, over a dozen maps, a look at the major player factions. $42.50

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TRIBES RPG It's 50,000 BC. Where are your children? This is a roleplaying game that simulates the way we think our ancestors lived long ago. Players can re-create and change the earliest human societies, and seee what effects the rules of society have on their ability to survive and reproduce. The object of the game is to raise healthy children. Includes simple rules with no cover, a gameboard, tokens on sheets, etc. Presented in a ziplock bag. $18.00

Trinity

TRINITY RPG Hardback Edition White Wolf's latest complete roleplaying system, this one set 150 years into our future. Was called ÆON. Acentury and a half in the future, humanity ventures into space and encounters strange alien races and diverse new worlds, as well as establishing orbital colonies and terraforming Mars. Even as humanity struggles to find its place in this new age, Earth is assaulted by a menace from its past - twisted, once human creatures called Aberrants, monstrosities that seek to destroy our people and planet. The world's greatest defenders against this menace are psions - men and women who possess formidable psychic powers and who wield unusual biotechnological devices. With guidance from the enigmatic Æon Trinity, psions hope to protect humanity from its own twisted reflection so that Earth's people can take their rightful place among the stars. Investigate the unearthly Qin, beings at once supremely human and disturbingly alien. 318 pages, 152 in full color, which prevent a very detailed overview of life in the 22nd century. Hardback. $55.00

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Kinfolk: Unsung Heroes Now players can explore what it is to be Kinfolk, the long-suffering mortal relatives of the Garou. Explore the drama of being a human fighting a werewolf's fight. Also has guidelines for creating kinfolk vampires, wraiths, mages, etc. $25.50

Laws of the Wild Why should dead people get all the attention when it comes to live action? The Garou have a little problem with that notion. This is second edition live roleplay Werewolf. Leave your pencils and dice behind because its time to get Wild with the last, best hope this planet has: the Garou. 248 pages. $27.00

Litany of the Tribes Vol 1 A compilation of three Tribe books: Black Furies, Bone Gnawers (A bunch of down and outers, this tribe lives on the street in downtown, but stand up for the hobbos and desolates who live on the streets), & Children of Gaia (who believe the Wyrm cannot be defeated with its own vices), and new material: secret info about these three tribes in the modern and wildwest worlds. $34.00

Litany of the Tribes Vol 2 Combines several out of print books, Fianna, Get of Fenris, and Glass Walkers Tribebook. For Werewolf and Werewolf Wild West. The Garou have a common enemy, the Wyrm, and dissension has made it strong. Now werewolves must unite or they will all be dstroyed, along with our world. $37.00

Litany of the Tribes Vol 3 Combines several out of print books, the Red Talons, Shadow Lords and Silent Striders tribebooks, also with Werewolf: the Wild West. $38.00

Midnight Circus A World of Darkness sourcebook. Come and visit Anastagio's carnival and circus, full of all kinds of freaks. Admission is a pittance, and the rides only cost a trifle, at first... $25.50

Nuwisha Another Changing Breed book. Spotlights the werecoyotes, the tricksters par excellence of the World of Darkness. Learn their ancient tales, and the secrets they know about the approaching apocalypse. $20.00

Outcasts: Players Guide to Pariahs Clanbook, Tribebook, Tradition Book all in one. The Camarilla, the Garou Nation and the Council of Nine Traditions all have their own scapegoats, the little guys who are always getting kicked around: the Vampire Caitiffs, the Garou Ronin, and Hollow Ones. $25.50

Project Twilight The US Government is not wholly oblivious to the supernatural threats that hide in the World of Darkness. Indeed, a handful of intrepid agents track down and hunt these vampires & werewolves. But as these men and women begin to discover the secrets of their elusive prey, an inevitable question arises: just who are the agents really working for? $21.50

Rage Across Appalachia Deep in the backwoods of the southern Appalachian mountain range, the Garou hold out against the imminent destruction of their homes. Industry invades the mountains with roads and asphalt. But the Garou have teamed up with the native fae and together they resist and fight. $30.00

Rage Across the World Now you can fight the war of the apocalypse from its earliest days. This book compiles two classics, Caerns: Places of Power, and Rage Across Russia. $33.00

Rage Across the World Vol 2 The War of the Apocalypse rages across the globe as the Wyrm seeks to destroy Gaia. This book includes Rage Across Australia and Dark Alliance: Vancouver. $33.00

Rage Across the World Vol 3 The Garou battle evils to the d eath to bring about a new Golden Age, but can Gaia be saved? Includes two classics: *Rage Across New York*, and *Rage Across the Amazon*. $33.00

Red Talons Tribebook We are wild - unquenchably wild. Red Talons are different than all the Garou. We are not a balance between wolf and human. We are creatures only - born of wolves. We are unafraid to be animals. But the Red Talons are dying. We are so few now. $10.00

Shadow Lords Tribebook A backstabbing and stormy tribe from Eastern Europe. They believe they are the only true werewolves fit for survival. The book is filled with truths that the other tribes regard as lies. $17.00

Silent Striders Tribebook How can the other Garou ever understand? They take pride in their territories, defending them against all comers as if their own brothers and sisters were enemies. Only we, the exiles, dare to gather the secrets in the far corners of the world. In only they realised that the whole world stretches before them. $17.00

Silver Fangs Tribebook They are the heroes of Garou legend: the kings, the tsars, the champions. Once noble, they have now fallen into madness and arrogance, but with the coming of a new king, they have hope. $17.00

Stargazers Tribebook For millennia, they have pursued the Truth. Now they are in the final stages of their tribal journey, and the Answer may be within reach. $17.00

Uktena Tribebook The secretive Uktena have long been the keepers of the Garou's greatest mystic lore, but the knowledge they've earned demands a dark price. $18.00

Warriors of the Apocalypse Includes Werewolf statistics for nearly all of the Garou found in the Rage cardgame, including backgrounds and personalities; information on the Wyrmspawn too, from fomori to Banes; and stats for famous Werewolf characters such as Lord Albrecht. $25.50

Wendigo Tribebook The last of 13 tribebooks, now you can learn about the purest of the Pure Ones, of how they hunt monsters and drive them into their lairs. Learn the special battle techniques of these fierce warriors. $18.00

Werewolf Chronicles Volume 1 Preserves the earlier, now out of print Werewolf sourcebooks, Rite of Passage and Valkenburg Foundation. $25.50

Werewolf Chronicles Volume 2 Gets back to the roots of Werewolf with two out of print classics, Ways of the Wolf and Monkeywrench! Pentex - a book on the lupus Garou and the wordly embodiment of their enemy, the Wyrm's Pentex. $25.50

Werewolf Dice Includes 9 high-quality 10 sided dice, one Moon dice, and a dice tube. $13.00

Werewolf GM Screen 2nd Edition The GM foldout screen & pad of tables, with adventures to help storytellers get started. $17.00

Werewolf Players Guide 2nd Ed Packed with information on the Garou, their packs, moots, caerns, duels, new options for character creation. Also detailed are the other shapeshifters from the merciless weresharks to the sagacious werecats. Hardcover. $45.00

Werewolf Storytellers Handbook With advise, tips and essays on Storytelling, from creating chronicle to telling mythic stories. Details on garou culture, from the inner strife tearing apart the Garou nation to the seasonal rites of the thirteen tribes. With new antagonists and allies of the Garou, from urban horrors to native American monsters. $30.00

Who's Who Among Werewolves: Garou Saga A 112 page book full of black and white art and poetry belonging to the tradition of epic poetry, which tells about the deeds of warriors or heroes. $19.00

Werewolf: the Wild West

WEREWOLF: THE WILD WEST RPG Like Vampire spawned a historical version, Vampire Dark Ages, now Werewolf has gone back to its past. A hundred years ago there was a different Apocalypse. In the Old West, native Americans struggled to hold onto their traditional lands while invading foreigners thrust their way west. The pure chaos of the Wyld was impaled on the silver spike of the Weaver, and the spirit world was wracked by storms unlike any other. Garou fought Garou and death rode the swiftest horse of all. This is a complete RPG, containing everything you need to play the Garou of the Old West, whether Pure One or newcomer, human-born or wolf-born. Learn the secrets of the Bane-things that scuttle far below the ground, and dodge those hunters who know that your kind exists. This is a hardcover book. $46.00

Ghost Towns Ghosts don't inhabit only desolate and deserted towns in the Savage West, they're everywhere! And tension builds between the ghosts and the garou, and things get ugly very quickly. How to create haunted locales, plus five complete ghost towns. $25.50

Laws of the Wild West Live roleplay rules for Werewolf: the Wild West, with the special gits of the West, updated rules for the feasome Storm Umbra, and new systems for gunslinging and staredown. Also rules for the Nuwisha Werecoyotes and Corax Wereravens. $28.00

Werewolf: The Wild West Companion Everything you need to know about the sights, fights and haunted nights. How folks really live on the frontier, tribal lands, and big cities. The Storm Umbra, sweet-talking spirits, strange critters. The lowdown on playing Bunyip, the long-lost Infeliz Garou and even Abominations. $33.00

Werewolf: The Wild West Storyteller Screen Durable screen plus secret Storyteller-only stuff printed here so as to stay out of players hands, extra gifts, fetishes, etc. $25.50

Wair-Rae

WAIR-RAE This is not a complete RPG. It is a sourcebook for using with other RPG systems. This is the first Unae sourcebook and tells the story of the elves of Wair-Rae who are driven by the ambition of mad High King Caemarou to achieve the prophesy of the Ansilsae, a ten-thousand year old divine promise that the elves will inherit this world and ascend to paradise - over the dead bodies of millions of all the other races. Reveals the secrets of these elves, their history, their dominions, their faith, magic & future. $15.00

Whispering Vault

THE WHISPERING VAULT RPG A complete roleplaying game where beyond the realm of flesh is an unseen realm of essence where the dreaming spirits dwell. Slipping across the Rift between the Realms the unbidden indulge in their bloody passions in the world of men. You play a Stalker, supernatural entities with strange powers who pursue otherworldly prey across time and space to the darkest corners of mankind's history. With simple game mechanics. $34.00

The Whispering Vault GM's Screen $13.00

Dangerous Prey Know your enemy. Easier said than done when the foe is an inhuman entity possessed of powers and motivations no mortal could hope to comprehend.. $25.50

The Book of Hunts Contains six complete adventures, and also introduces the Crossroads to the Realm of Essence for the first time, a taste of what's to come in the world of Vault. $25.50

Wraith: the Oblivion

WRAITH: THE OBLIVION RPG 2nd Ed This 292 hardback horror RPG is by White Wolf. Death wasn't the end. Death wasn't the answer. Death was just the beginning. So what do you do? Do you listen to the voice inside your head telling you just to let go? Or do you still fight, still love, still feel the passion that won't let you rest? Oblivion's the easy way out. Life after death is hard. Choose. You have eternity to weight the consequences. This is not a game about death. It is a game about what comes after. $47.50

Artificers Guildbook Spirits in the Material World. "So, kid, you thought you were hot stuff on the nets while you were alive. Ever hack anything from the inside before? Didn't think so. Well, don't worry, back then you were only human. Now you're something else. See you on the inside!" $20.00

Charnel Houses of Europe: The Shoah During the Second World War there began to appear in the Shadowlands scores upon scores of wraiths, from the outer realms of Poland and Russia - whole families. They breached the Shroud naked, heads shaved, scarred and cut. For over 18 year olds only. $25.50

Dark Kingdom of Jade The Underworld of Asia. In the Middle Kingdom, ancestors are still revered and only the foolish scorn the power of the Restless Dead. Yet the Underworld is as sundered by nationalism and conflict as are the troubled Skinlands. $25.50

Dark Kingdom of Jade Adventures Renegades ride a ghost ship across the Sea of Japan, wreaking bloody havoc on Imperial slavers. On the spectre-haunted streets of Hiroshima, a deadly race is run for the ultimate weapon in the wars of the dead. $25.50

Doomslayers: Into the Labyrinth Take a trip into every wraith's worst nightmare. With fiction from noted authors Matthew Costello and Lucy Taylor. This book is the complete guide to the Labyrinth, its denizens and those wraiths brave - or foolish - enough to hunt them. New castes of Spectres such as Hive-Mind. $32.50

Guildbook: Haunters Even among the Restless Dead, there are some who are regarded as just a little...off. $20.00

Guildbook: Masquers Why are the Masquers feared and misunderstood? Because they can changes their faces in an instant, mold fearsome weapons from the plasm of their bodies, transmogrify other wraiths into tapestries... $20.00

Guildbook: Puppeteers & Pardoners Learn why the masters of possession, the Puppeteers, are intent on sending hordes of Risen across the Shroud. Find out why the Pardoners are hiding in their basement... $30.00

Guildbook: Sandmen The Sandmen exist among dreams and bring them to sleeping minds, and also bring nightmares - which they can deliver upon the vulnerable. The Sandmen can tear a sleeping soul from its body... $20.00

Guildbook: Spooks & Oracles Spooks like to break things, oracles don't. Spooks like violating the laws of the dead, but the oracles don't. Spooks throw things around the real world, oracles are more refined. So why is everyone scared of oracles, and not scared of spooks? $30.00

Haunts Detailing the strongholds of the Restless, with 11 Haunts, including Hierachy, Heretic, and Renegade Haunts, & rules to create new Haunts. $3.00

Hierarchy The Empire of the Dead...the system, the establishment, the powers that be. Since its inception, the Hierarchy has fostered an image of strength and invulnerability, power, and omniscience. $20.00

Love Beyond Death Better to have loved and lost than never have loved at all. The fiery passion of love denied form knows no bounds, and for those who risk the pain of loss for the chance for a tender caress, love-in-death is endlessly bittersweet pain. $17.00

Mediums A guide to mediums, those who speak with the dead. Includes rules an tips on these mortal characters. $25.50

Midnight Express An unearthly whistle in the distant tunnel signals the arrival of the ghost train known as the Midnight Express. It has been cobbled together from many train wrecks and is the only reliable way of getting through the Tempest to virtually any destination in the Shadowlands. $20.00

Necropolis: Atlanta Full of wraiths who refuse to stop fighting, with 30 of the most influential Restless of the city, background on the history of Atlantis in the Shadowlands, info on the Kindred for Vampire. $25.50

Oblivion For Mind's Eye Theatre. Death used to be the end. Not anymore. Now Oblivion lets you take Mind's Eye Theatre across the shroud into the lands of the Restless Dead. With rules for wraiths, mortals and Risen, rules for interactions with mortals, vampires and garou. $27.00

Renegades Everything the Deathlords don't want you to know about life on the outside, and the tactical secrets they'd kill for. The truth about the mysterious Renegade Council, and the organisation of the major Renegade factions. $32.00

Shadow Players Guide Every wraith has his own personal whisperer in darkness, telling him that it's a very good thing to be bad. They call this voice the Shadow, and every wraith must strive to resist its efforts to drag him down to Oblivion. This Shadow will urge the wraith to untold acts of depravity and evil until he is lost forever in the void. $30.00

The Book of Legions From the soulforged monstrosities of the Machine Corps to the Beggar Lord's terrifying secret, from the Grim Legion's hidden war on the rest of Stygia to the origin of the power of the Unlidded Eye, it's all in here. $30.00

The Face of Death A large foolscap book full of morbid black and white art for the new Wraith game. $21.00

The Risen A guide to the Walking Dead, those who dare to take their bodies back from the embrace of the coffin. Included are the powers, limitations and history of the Risen, as well as the terrible secret that each carries with her.$20.00

The Sea of Shadow: Storytellers Guide to the Tempest The Sea of Shadow is a lake of cold fire, burning through a wraith's self delusions and setting flame to her Passions. It is a sea of souls, where Spectres tear Passions from unsuspecting wraiths. $20.00

Tokyo: World of Darkness You are shen, one of the Middle Kingdom's night people. You walk the shadows of Japan's greatest city in quest of...what? Blood? Breath? Chi? Who is really in charge of the city? Should they be? Also presents the unending struggle of East versus West, wraith against vampire, kindred against Kuei-jin, and technocracy. $28.00

Wraith Character Kit Includes a player's screen, character sheet, death certificate, & other insert items. $5.00

Wraith Dice Includes 10 high-quality 10 sided dice, and a dice tube. $13.00

Wraith Players Guide An essential reference for players and storytellers alike. By expanding the realms of the Restless Dead beyond Stygia to the mysterious Dark Kingdoms, the Wraith Players Guide opens up new possibilities for creative role playing. With all new merits, flaws, arcanos, and abilities. $30.00

Wraith Storyteller Screen 2nd Ed GM screen, sample Harrowings and storytelling suggestions, introductory chronicle, and additional info. $20.00

WRAITH NOVELS

1. Caravan of Shadows While alive, Joey Castelo was a fiercely competitive boxer, though with few awards. Death, however, elevates his status in the ring. And being a wraith leads him deeper into the World of Darkness. $10.00

2. Beyond the Shroud First David's daughter dies, then his marriage crumbles and his career falls apart. Then he is killed in a hit and run accident, and now he is wraith in the Shadowlands. And then he learns someone is out to destroy his wife... $34.95

3. Death & Damnation An anthology of stories about the society and culture of wraiths, beings who continue to exist even beyond the veil of death. 416 pages. $7.95

Dark Kingdoms Trilogy

1. Dark Kingdoms This trilogy-in-one combines *The Ebon Mask* plus the two never publishing sequels. Something truly evil is stirring. Something cunning and malign that threatens the living and dead alike. And Montrose is the only being with a prayer of stopping it. A saga of wraiths, werewolves, mages, vampires, demons, etc. $22.00

Zero

ZERO RPG These days it is rare to find a game with an original concept - but at last, this game has one. Eventhough a human, all your life you and your brothers and sisters have lived as part of the Hive. Always, you are in complete harmony with those around you, linked telepathically in a warm fellowship of minds, nutured by the powerful mental presence of Zero, your queen. Then suddenly one day, your contact with the hive consciousness is broken, and you feel alone, an outsider. Your brothers and sisters suddenly ignore you, and then hive cybernetic-soldiers are sent to kill you. Why? What happened to your contented life? Confused, you flee the hive, looking for other outsiders to join. Now you are a "rebel without a clue" so what on Earth will you do? Can you go up against Zero and survive? Can you rejoin the hive? Why were you rejected? Has heaps of stunning full color computer-graphic generated artwork. $42.50

Supernumerary Your Queen has abandoned you, now she wants to kill you, and you don't know why. Now you live in the underground caverns outside the Hive, trying to stay alive. You are alone…or are you? $9.00

Negative Potential You've uncovered a terrible secret about your existance, and your former monarch, Queen Zero. *Due March.* $9.00

Mysteries Within Outlines the history of the Hive and how it came to be. The Hive is tens of thousands of years old, but is built on the ruins of several other hives used by Zero in the past. Humans and non-humans live in these ruins, and hold many secrets about Zero which you must learn. *April.* $36.00

Computer Games

Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

Pre World War II

ADVANCED CIVILIZATION AH

By Avalon Hill, this is the computer version of their famous boardgame. Traces the growth of civiliztion from 8,000 years ago to the present. Features complete player interaction, with combat totally dependent on player actions, there is no random element; 8 players can play via online; there are three levels of AI, you need to balance your degree of urbanization with the availability of rural population to prevent inflation or stagnation; technology is necessary, but do you spend resources developing new technology, or in building your civilization; and there are of course calamities such as earthquakes, barbarians, and conspiracies of men! *IBM Requires: 486, CD-ROM, 8mbRAM, SVGA. Note new price!* **IBM - $20.00**

AGE OF EMPIRES Microsoft

A *Red-Alert* style game with a difference - this one is set in the historical ancient world! Command one of twelve mighty ancient civilizations, such as the Egyptians, Greeks, Persians, Assyrians, Hittites, Japanese or Babylonians. Each civilization has unique attributes based upon its history. Gamers choose from numerous technological paths to help lead their civilizations to greatness. From an economic path of farming and craftmanship to a military route of archery and naval warfare - the technology tree is larger than one player could complete in one game. Can have random maps, has a built in scenario editor, play in real time, you can build infantry, warships, chariots, war elephants, archers, etc. Pass from the Stone Age to the Tool Age, Bronze Age and Iron Age. There are a range of single player and multiplayer missions. Damn good fun! *IBM Requires: 2spCD-ROM, Pentium 90, hard disk, 16megRAM, SVGA.* **$70.00**

The Rise of Rome Official expansion with powerful new units such as Scythed Chariots, Camel Riders, Slingers, Fire Galleys; four new superpowers; new campaigns such as Augustus Caesar versus Cleopatra, four new map types, such as Hill Country, Narrows, Mediterranean. **$50.00**

Final Conquest Over 100 scenarios to choose from, including historical, real-map and new campaigns with unique scenarios. **$30.00**

More Empires Over 100 all new scenarios and maps. Multi-player and death-match modes, hints and cheat codes, desktop themes. **$30.00**

Conquests of the Ages With four campaigns, including Hittites, Phoenicians, Assyrian, Shan, with 68 maps! Features fully integrated plot driven scenarios, superbly crafted game balance with progressive difficulties. **$50.00**

Prima's Unauthorised Guide to Age of Empires **$30.00**

AGE OF EMPIRES II Microsoft

A *Red-Alert* style game. Has several ways to win, including conquering enemy civilizations, accumulating wealth by exstensive trading and diplomacy, building and defending great wonders of the world. Play one of 13 historical civilizations, including Vikings, Celts, Franks. ***IBM Requires: Pen 133, 32mbRAM, Win'95, 4spCD-ROM, SVGA. Due Jan'99.*** **IBM - $90.00**

AGE OF SAIL 1775-1820 TalonSoft

Delivers an excellent blend of exciting real time 3D perspective naval combat with the pageantry and grandeur of beautifully rendered Sailing vessels from the Tall Ships era. Take command of the greatest sailing ships in history, including the Victory, Constellation, Guerriere, Bonhomme Richard, Vegeance, Saratoga, etc. With a complete campaign game as Britain, Spain, France or USA. A complete scenario editor lets you create instant naval combat to your specifications. You can play head to head via modem or verses the computer. *IBM Requires: 486/66, 8megRAM, Windows 3.1+, SVGA.* **$80.00**

AIDE DE CAMP # 2 HPS

At last! We have been asked hundreds of times to get in this wargame design kit. Any and all hex-based wargames can be entered and played on your personal computer using this wargames assistant program. You create the unit symbols and terrain graphics, including the colors you want, you make and edit the map, you determine how combat and movement operates. With three zoom levels, up to 30,000 hexes per map, saved game options, hex numbering, combat and movement replays so you can play by mail, the game rolls the dice for you, etc. You can edit the game at any time, placing the units where you want them. **Note:** you must own the boardgame you are recreating, because this game has only simple movement and combat - with special combat or movement results, you will need to consult the boardgame rules and tell this game what to do. Please note: this product is quite complicated to use. *IBM Requires: SVGA, CD-ROM, hard disk, 486+.* **$99.00**

BATTLEGROUND: ANTIETAM Talon

September 17, 1862, Sharpsburg, MD. A spectacularly rendered 3-D panoramic battlefield highlights this struggle, the bloodiest single day in American history. Provides many historical and "what if" scenarios detailing the momentous struggle along the banks of Antietam Creek. Lavish attention to detail, gorgeous 3-D graphics *IBM Requires: 486/33, Win 3.1+, Cd-ROM, 8mbRAM, hard disk.* **$55.00**

BATTLEGROUND: Napoleon in Russia: Borodino Talon

The sixth *Battleground* title. After a series of indecisive battles and steady retreating in front of the advancing French, the Russian Tsar Alexander's army, poised on the outskirts of Moscow itself, turned and faced Napoleon for one final desperate battle. History comes alive as Marshall Kutuzov's Russian infantry doggedly defends the road to Moscow from onslaught after onslaught of Napoleon's massive Grande Armee! Cossacks abound amidst this momentrous struggle. Can you as the French take the Great Rebouht from the Russians early enough to take advantage of it? *IBM Requires: Win 3.1+, 486+, 2spCD-ROM, hard disk, 8mbRAM.* **$55.00**

BATTLEGROUND: BULL RUN TalonSoft

The seventh *Battleground* game. Includes two complete battles. First Battle of Bull Run in July 21st 1861, which found J.E.Johnston's outnumbered Rebels fighting as a desperate delaying action versus the powerful Union army of Irvin McDowell. And the Second Battle of Bull Run in August 28-30, 1862. *IBM Requires: 486/33+, Win 3.1+, hard disk, 2spCD-ROM, 8mbRAM.* **$55.00**

BATTLEGROUND: Prelude to Waterloo Talon

Battleground 8. Delivers both battles of Ligny and Quatre-Bras in the days preceeding the epic struggle at Waterloo. Can you lead Napoleon's French forces to victory at Ligny and Quatre-Bras effectively splitting the Anglo-Allied Armies to continue the conquest of his empire, or help the British and Prussian armies defeat L'Empeurer and prevent his advance to Waterloo effectively ending his tyranny of Europe. Features several "What if" scenarios. *IBM Requires: Win 3.1+, 486/33+, 8mbRAM, hard disk, SVGA, 2spCD-ROM.* **$55.00**

BATTLEGROUND: WATERLOO Talonsoft

This is the most stunning and magnificent presentation of the Battle of Waterloo I have ever seen. The game features a stunning new 3D approach to the battle, with 3D terrain showing woods, buildings, hills, valleys, streams, and 3D units of cavalry, infantry and artillery, in this case, arrayed in formation (not on movement stands). You can be Napoleon or Welling and Blucher, and you can control all of your army or ask the computer to control any portion of it. You should see the French army in the process of attacking Hougoumont, with skirmishers advancing through woods, defenders behind the walls, artillery being brought up. *IBM Requires: Win 3.1+, 486/33+, CD-ROM, hard disk, 8mbRAM.* **$55.00**

BUCCANEER SSI

A 3D adventure game set in the 17th century Caribbean, Buccaneer offers high seas combat and elements of resource management. Choose a "cut to the chase" combat-only option, fight ship-to-ship, or watch as your crew boards enemy vessels to take them over. Immerse yourself in the wide-open world of the buccaneers by choosing the campaign option. To survive you'll have to obtain bigger and better ships, keeping crewshappy and loyal. Complete individual missions, fight and negotiate you way through 21 territories in the Caribbean. Capture enemy ships, plunder ports and towns. Network up to four players. *IBM Requires Pentium 120, 16mbRAM, SVGA, hard disk, 4spCD-ROM* **IBM - $50.00**

CAESAR II Impressions

As governor of a province of the Roman Empire you must build cities and rule wisely. Fortify your creations, keep the plebes happy with bathes and entertainment and watch your defenses carefully. Should they fail, you can lead your legions to crush the hostile barbarians. Success will lead to promotion, and your cities will expand to fill your province. Govern well and rise to become Caesar! In the league of Civilization, including city building in the first century AD, more than 20 types of buildings to construct, fight barbarians in simple combat, or link the game with COHORT II, a sophisticated economic model, etc. *IBM Requires 486/66, 8mbRAM, SVGA, Win'95, 2spCD-ROM* **IBM - $30.00**

CAESAR III Impressions

As a provincial governor charged with spreading the glory of Rome, your mission is clear: build cities, foster trade and industry, and make money. Make a career out of pleasing the emperor, battle barbarians and repel the Carthaginians. You may even be crowned as Caesar. Build, rule and defend on the one screen, no more switching between city, province and battle screens. Use the city construction kit to build the perfect city, talk to your civilians, appease 5 gods, etc. Looks great! *IBM Requires: Pen 90, 16mbRAM, Windows '95, 4spCD-ROM, hard disk, SVGA.* **IBM - $80.00**

CHINA The Forbidden City Cryo

Experience everyday life in the Forbidden City in this 3D adventure game that takes you back to the heyday of Imperial China. A terrible murder has been committed in the year of 1775. The Emperor wants you to find the assassin and avenge this insult to the throne. Startling discoveries await you amidst the splendor of the interiors and gardens, the deviousness of the eunuchs and the intimacy of the Imperial concubines, as you uncover a web of treason that threatens thousands. With 30 fascinating characters. *IBM Requires: Pen 90, 16mbRAM, 8spCD-ROM, SVGA, Windows '95.* **IBM - $80.00**

CIVILIZATION Microprose

This is the classic game of leading your chosen ancient civilization through the corridors of time, from 4000BC to 2100 AD. You develop cities and technology, trying to build a nation that will stand the test of time. You must build armies to defend, and explore the world. *IBM requires: 486/25, CD-ROM, 4megRAM.* **$20.00**

Civilization Strategies & Secrets Hint Book. **$30.00**

CIVILIZATION II MIC

This game of building a civilization and guiding it through 6,000 years of history has just been rewritten as a second edition. Features stunning new 3D graphics for world detail, and 3D cities in full color; there are heaps of new troop types and weapons such as elephants, archers, stealth fighters and bombers, AEGIS cruisers; there are more technologies to develop; diplomacy is expanded and improved; there is a new map editor, full motion video of Wonders of the World; and there are now pre-set scenarios that let you take control of civilizations already developed, such as Ancient Rome, or a nation in WW2. *IBM Requires: 486DX/33+, Windows 3.1+, 8mbRAM, SVGA, CDROM, mouse, hard disk.*

MAC - $90.00 **IBM - $50.00**

Civilization II Official Strategy Guide CIV II hint book. **$35.00**

Civilization II Advanced Strategies CIV II book **$27.00**

Civilization II Fantastic Worlds Magic and imagination rule in 15 new fantasy scenarios. Includes a world of dragons and goblins, a world where you play a dinosaur tribe, a world of Jules Verne, and Mars! *Requires as above.* **$22.00**

Civilization II Classic Collection Has Civilization II, Civ II Multiplayer, Conflicts in Civilization & Fantastic Worlds **$70.00**

Civilization II Multiplayer Civilization II, but with multiplayer capabilties. *Requires as above. Due Feb.* **$40.00**

Civilization II Complete Guide to Scenario Building A huge book plus CD-ROM to help you design & build yoru own scenarios. **$27.00**

FIELDS OF FIRE: War Along the Mohawk Empire

Take up your musket or grab a tomahawk in this challenging historical game where roleplaying meets real-time strategy. Grow your character through the American conflicts of the 1700s, learning new skills and acquiring wealth and power, while managing real-time battles and looking after your base, your resources, and your friends. 40 characters, heaps of weapons, 30 strategic missions linked by a story, in-game tutorial. *IBM Requires: Pentium 100, 16mbRAM, 2spCD-ROM, SVGA, hard disk.* **IBM - $75.00**

GANGSTERS Eidos

Set in a Chicago-like town in the 1920's prohibition period. Gangsters is the strategy game where crime pays. From extortion to intimidation to street execution or all-out bloody gang warfare. Playing in a vast city filled with over 5,000 individual characters, combines real-time action in a highly detailed 3D semi-topdown view with easy-to-use strategy planning interface. Features a 1,000 block city, 100 gangsters work for you, break the law with complete immunity. *IBM Requires: Pen 133, 16mbRAM, Windows '95, 4spCD, 2mbSVGA.* **IBM - $90.00**

GETTYSBURG (SID MEIER'S) Interplay

A beautiful 3D game of the battle of Gettysburg that shows why Sid Meier is perhaps the best strategy computer game designer. The appeal of the game even beats the Battleground series, in my oppinion, with stunning battlefields with rocks, trees and fences. Uses a brilliant and simple drag or click interface to give orders to your units, such as skirmish, maneuvre, travel along road, wheel, advance, battle, etc. The game is real-time, but nothing like *Command & Conquer*. The morale and command system works like a dream. Famous units fight like wildcats, while run of the mill units can shatter like glass when mishandled. To win you'll need to develop historical tactics, executed correctly. Four scenarios plus the campaign. Looks fantastic! IBM *Requires: Win'95, Pentium 90, 16mbRAM, SVGA, 2spCD-ROM, hard disk.* **$90.00**

Official Guide to Sid Meier's Gettysburg **$30.00**

GREAT BATTLES OF ALEXANDER Inter

GMT's famous boardgame is now a computer game. Take command of the legendary armies of Macedon, Conquer the rebellious Greeks, crush the defiant Persians, capture the crowns of kings and pharaohs to earn the most exalted title of all: Alexander the Great. Or, you can take the role of Darius, Memnon, Clitus, etc. There are ten different battles, which also link as a campaign. *IBM Requires: Win'95, 486/100, 16mbRAM, SVGA card, 2spCD-ROM, hard disk.* **$30.00**

GREAT BATTLES OF HANNIBAL Inter

GMT's famous boardgame system is now a computer game that recreates the wars between Carthage and Rome. Covers all of Hannibal's major campaigns and battles, from Spain to the gates of Rome. There are eleven different battles, which also link as a campaign. Also has a free placement mode, which gives you the ability to modify forces under your control for a "what if" scenario. With 3D, real, detailed units. *IBM Requires: Win'95, Pentium 90, 16mbRAM, SVGA card, 2spCD-ROM, hard disk.* **$30.00**

GREAT BATTLES OF CAESAR InteractiveMagic

GMT's famous boardgame system is now a computer game that recreates the wars of Julius Caesar. As Caesar you can cross the Rubicon and lead your troops to Rome and the supreme power. Or as Pompey, Marius, Sulla, you might just defeat mighty Caesar and rewrite the history books. Covers Caesar's civil war campaign including Caesar against Pompey at Dyrrhachium in 48BC, Marius against the Cimbri in 101 BC, Chaeronea 86 BC, Munda 45BC between Caesar and Pompey, Thapsus 46 BC, the Last Elephant Battle, and others. *IBM Requires: Win'95, Pen 90, 16mbRAM, 2spCD-ROM, SVGA.* **IBM - $30.00**

GREAT BATTLES COLLECTION InteractiveMagic

Great Battles of Alexander, Caesar and Hannibal. **IBM - $70.00**

HISTORY OF THE WORLD AH

Avalon Hill's best selling boardgame of strategy and world conquest now available on computer. It took the Pharaohs a lifetime to build the pyramids. Entire dynasties rose and fell before the Great Wall of China was completed, yet these and other monumental tasks unfold before your eyes against the panoramic background of the rise and fall of the world's greatest civilizations won by men in arms ranging from ancient Sumerian charioteers to the Kaiser's stormtroopers. But the road to empire runs through seven Epochs - each barred by a host of calamities such as plague, civil war, barbarian incursions, earthquakes, floods, and holy wars announced in animated splendor to decide the fate of nations. 1 to 7 human or computer players. *IBM Requires: 486/33, 2spCD-ROM, 8mbRAM, SVGA.* **$20.00**

IMPERIALISM FrogCity

Build a nation - conquer the world! Starting in the early 1800s. Combining elements of resource management, economic trade, exploration, diplomatic maneuvering and military conquest, *Imperialism* challenges you to attempt what few in history have dared - to unify the world under one leader. With a dynamic economic model, use diplomacy, foreign trade partners; cabinet ministers offer advice, sophisticated AI provides and maintains a unique strategic personality for each of the major powers; random maps and various difficulty levels, etc. *IBM Requires: Pentium 75, 16mbRAM, Win'95, SVGA, 4spCD-ROM.* **IBM - $50.00**

Imperialism Hint Book The official Strategy Guide **$30.00**

LORDS ROYAL COLLECTION Sierra

Contains three complete games: *Lords of the Realm I, Lords of the Realm II,* and *Lords of the Realm II Siege Pack. IBM Requires 486/66, 8mbRAM, hard disk, CD-ROM, SVGA.* **$80.00**

MEDIEVAL HPS

A tactical game of medieval warfare. Units are 25 men and are rated for morale, which plays a very big part – you can't fight to the last man; fatigue, formation, armor, defense, and weapon type. Formations are columns, squares, line, skirmish and shield wall. Leaders can rally disrupted or routed troops and can enhance units within their command range. Includes a scenario and symbol editor, has close up and overview views of the battlefield, battles include Clontarf, Hastings, Stirling Bridge, Falkirk, Crecy, Robin Hood, 800x600 16 Bit Color. *IBM Requires: Windows '95, 133 Pen, 16mbRAM, 4spCD-ROM, SVGA.* **IBM - $75.00**

RED BARON II Sierra

1916. The world is at war. All eyes fix on the few, brave young men who pilot the new flying machines in the dangerous dawn of aviation. From raging dogfights high above the clouds to deadly strafing runs along the war-torn country side. With user definable difficulty levels, fly single missions or campaigns from 1916 to 1918; over 40 unique aircraft types with 22 different planes that you can fly: a great mission builder, a system that recreates the skills and tactics of historical and non-historical pilots, and no two missions are ever alike. Game play graphics are absolutately stunning. You can even design your own camo schemes. *IBM Requires: Win'95, 4spCD-ROM, 16mbRAM, Pentium 133, SVGA.* **$90.00**

RED BARON 3D Dynamix

Dynamix's Red Baron computer game returns re-done as a stunning 3D flight sim. With an exclusive transparent cockpit for easy viewing of target areas. New 3D graphic acceleration creates a world stunningly real. Also features new & improved flight models, you can customize the paint scheme on your aircraft. You can fly 22 different aircraft. *IBM Requires: Pen 133, 32mbRAM, 2spCD-ROM, SVGA, 3Dfx card recommended.* **IBM - $90.00**

SEVEN KINGDOMS Imagic

A *Red Alert* style game. Enter the world of Seven Kingdoms, a world of intrigue and diplomacy, of trade, conquest and espionage. Take control of any of seven emerging civilizations: Chinese, Persians, Japanese, Greeks, Normans, Vikings or Mayans. Begin with a single modest village under your command, and an entire world to be conquered by force of arms or guile or persuasion, awaits you. *IBM Requires: Win'95, Pentium 90, 16mbRAM, 800x600 SVGA, hard disk.* **IBM - $30**

STRATEGO Hasbro

A classic boardgame now released as a computer game. Strategically position your men. Send out your scouts to discover your enemy's manpower. Use the skill of your miners to disarm enemy bombs. Battle begins! Battle it out with classic Strategic rules or Ultimate Stratego rules. Compete against up to 3 human or computer players. Wage war over LAN, modem or internet. View superbly rendered 3D battles. *IBM Requires: Windows '95; Pen 100, 16mbRAM, 4spCD-ROM, SVGA, hard disk.* **IBM - $60.00**

STRATEGY GAMES OF POWER & GLORY Sierra

Contains three complete games: *The Rise and Rule of Ancient Empires* where you play a nation such as Egypt, Greece, Persia or China; *Mission Force Cyberstorm,* which is a BattleMecha hexed based wargame; *and Caesar II,* where you are the Governor of a Roman province. *IBM Requires: 486/66+, 8mbRAM, 2spCD-ROM, SVGA.* **$50.00**

THE SETTLERS III BlueByte

A compulsive and addictive real-time strategic simulation of tactics, prosperity, combat and growth where you control a civilization such as Romans, Egyptians or Asians. Manage your resources carefully, build your settlements and trade. With complete new 3D graphics, 150 unique characters, 110 different buildings can be built, 30 different trades such as hunters, fishermen, miners; erect fortresses and towers and lead archers, swordsmen and spearmen in battles; start with an easy to learn training mission, etc! *IBM Requires: Pen 100, 32mbRAM, 2mbSVGA, 4spCD-ROM, Windows '95.* **IBM - $90.00**

ULTIMATE STRATEGY ARCHIVES Interplay

Includes the following complete games: Sid Meier's Civilization, Sid Meier's Railroad Tycoon Deluxe, X-COM UFO Defense, Heroes of Might & Magic, Conquest of the New World Deluxe, Jagged Alliance: Deadly Games, MAX and Dark Colony. *IBM Requires: Pen 90, 16mbRAM, SVGA, 4spCD.* **IBM - $70.00**

World War II

101st AIRBORNE IN NORMANDY empire

It is the early morning hours of June 6, 1944. The Soldiers of the 101st Airborne were handed one of the toughest assignments of WWII, to parachute behind enemy lines at night, and secure the grounds before the morning invasion known as D-Day. You lead 18 paratroopers through multiple campaigns and combat engagements in this realistic initiative-based strategy simulation. From the barracks to the battlefield, you command every aspect of the landing. 9 campaigns, each with 28 engagements. Accurate historical weapons, animations and cut scenes. *IBM Requires: Pen 133, hard disk, Windows '95, 6spCD-ROM, 2mbSVGA, 16mbRAM.* **IBM - $75.00**

ACES Sierra

A compilation of six of histories great battle simulators. Includes *Red Baron,* WWI aircombat, *Aces over Europe,* during WWII, *Aces of the Deep,* commanding a sub in WWII, *Aces of the Pacific,* WWII Pacific Theature aircombat, *A-10 Tank Killer,* modern flight simulator, *A-10 Tank Killer II,* more modern flight combat. *IBM Requires: 486/66, 8mbRAM, SVGA, 2spCD-ROM, hard disk.* **$75.00**

AIR WARRIOR III IM

Combines all the exciting missions of *Air Warrior II* with four new Pacific planes, 6 new campaigns over the Pacific Ocean and Europe, and heart-pounding, stomach-churning, accelerator-enabled 3-D graphics. With new detailed landscape and aircraft art, and enhanced artificial intelligence. Over 450 missions. Supports multi-player. *IBM requires: Win '95, Pentium 133, 24mb RAM, SVGA, 2spCD-ROM, hard disk.* **IBM - $75.00**

ALLIED GENERAL SSI

The sequel to *Panzer General,* now you become an Allied General. Success depends on your effectiveness as a leader. Play thee campaign games as an American, British or Soviet General against the German army. Or choose from over 35 scenarios that let you play as either the Allied or Axis side. And several what-if scenarios include Churchill's never-realised invasion of Norway, Operation Jupiter. Watch your forces improve with each victory. Use new troop types such as Finnish Ski Troops. Units include anti-aircraft, air-defense, anti-tank, artillery, forts, infantry, recon, tanks, trucks, aircraft, naval. In each class there are a variety of skill levels, experience, and technology. There are many different types of tanks, such as Panthers, Hummel, Wespe, Tiger II, etc. *IBM Requires: 486/66, 8mbRAM, SVGA, CD-ROM, Windows.* **Playstation $80.00 IBM - $40.00**

ARDENNES OFFENSIVE SSI/SSG

SSG and SSI have combined to bring us this new game. On December 16th 1944, the Wehrmacht launched a furious surprise attack against American forces in the Ardennes. As overcast skies grounded Allied air cover, 24 German divisions hammered at the Americans along a 60-mile-wide front, driving 45 miles deep into the American lines. With highly detailed SVGA graphics, extensive on screen help and information including a detailed order of battle, a full tutorial scenario and an equipment encyclopedia. Play any of eight scenarios or the complete campaign, features three levels of difficulty, network or modem head-to-head. *IBM Requires: Pentium 90+, Windows'95, CD-ROM, 8mbRAM, hard disk.* **IBM - $30.00**

ARMY MEN 3DO

Real Combat. Plastic Men. A post-WWII wargame in which you control those cheap little green plastic toy soldiers. Seriously. Take control as the sergeant in the field, leading your plastic men into the heat of battle in this squad level action strategy game. Over 30 action soaked missions in three different terrains. Drive tanks, jeeps, half tracks, trucks. Use airstrikes, paratroop drops, air recon. Heaps of destructive weapons, and you can even melt enemy plastic soldiers with flamethrowers! Includes little plastic tanks, jeeps, etc. Cute. *IBM Requires: Pen 90, Win'95, 16mbRAM, SVGA, 4spCD-ROM.* IBM - $55.00

AXIS & ALLIES Hasbro

One of the most anticipated computer game releases this year - the magnificent Axis & Allies boardgame has now been released as a faithful computer game. The year is 1942 and the world is at war. You are a powerful leader struggling for supremacy. Features classic game-play plus new rule variations exclusive to this game. Play against Montgomery, Eisenhower and Yamamoto. Has a basic training tutorial. Up to 5 humans or computer players can play on the one computer or over a network. "Time machine" feature allows players to review previous moves and analyse enemy strategies and offensives. With great graphics taken straight from the board game. *IBM Requires: Windows '95, Pen 133, 16mbRAM, hard disk, SVGA, 1mbVideo Card.* IBM - $80.00

CLOSE COMBAT: A Bridge Too Far Microsoft

Advanced Squad Leader for your computer! A real-time, historically accurate World War II strategy game that puts you in command of either the Allied or Axis forces during the epic Operation Market Garden battle in German controlled Holland. Includes a Battlemaker, which lets you make your own scenarios, adds a new strategic layer to challenge players to out-think their opponents in the war room, true line of sight and line of fire replicates fog of war; limited amounts of ammo, dynamic deployment allows you to retain ground captured or be pushed back and forward across the same battle maps; etc. More than 130 infantry and vehicle troop types. *IBM Requires: Win'95, 16mbRAM, SVGA, 4spCD-ROM, Pentium 90.* IBM - $60.00

COMMANDOS Behind Enemy Lines Eidos

A real-time tactics game set in WWII that puts you in command of a small squad of elite troopers. Send them behind enemy lines on a series of hazardous missions, and bring them back alive. Study the enemy's movements, develop a careful plan, synchronise your men, and launch them on a swift and fierce attack using all your power and skill. With stunning 3D graphics of German trains, tanks, battleships, aircraft, bridges, etc (more than 350 altogether!) 26 missions, each totally unique. The Germans have over 40 different vehicles and troop types. *IBM Requires: Pen 100, 16mbRAM, 4spCD-ROM, Win'95, SVGA.* IBM - $90.00

CONQUER THE SKIES MicroProse

Includes four best-selling flight sim games, including Falcon 3.0, Gunship 2000, 1942 The Pacific Air War, and Fleet Defender, where you fly a F-14 Tom Cat. *IBM Requires: 386/66, 4mbRAM, 2spCD-ROM, VGAA, hard disk.* $50.00

EAST FRONT Talonsoft

Featuring absolutely stunning graphics in this game of the war on the Eastern Front. Clash the Russian T-34s against the German armor at Kursk. Drive in Stalingrad and claim the factories for Germany. It's all there for you to command from 1941 to Berlin in 1945. This fast paced platoon-level game of tactical combat in Russia starts you out as a company commander, with promotions if you do well. You can play either the campaign or individual scenarios. There are 300 different types of platoons and you can design your own scenarios. The game looks and feels like a miniatures' game. *IBM Requires: Pentium, 8mbRAM, SVGA, 2spCD-ROM, Win'95.* IBM - $90.00

East Front Official Strategy Guide $22.50

EAST FRONT CAMPAIGN CD 1 Add six new nationalities: Poland, Hungary, Finland, Slovakia, Italy, & Romania. Seven new campaigns, set in Poland, Finland, Rommania and Russia. Has fifty new battles including Kharkov and the Siege of Odessa. IBM - $65.00

WEST FRONT Talonsoft

Featuring absolutely stunning graphics in this game of the war on the Western Front. It is all there for you to command on the Western front, from 1940 France to Berlin 1945. Has campaigns plus individual scenarios, a full features scenario editor, new terrain features such as Normandy Bocage, African desert, picturesque Europe. Also parachute drops, glider landings, amphibious landings, naval gunfire. Over 500 new equipment and unit types, etc. *IBM Requires: Windows '95, 16mbRAM, 4spCD-ROM, Pentium 133, 16bit SVGA, hard disk.* IBM - $95.00

OMAHA BEACH, NORMANDY

West Front

EUROPEAN AIR WAR Microprose

The most stunning WWII flight sim I have seen. Take to the skies over Europe during the most dangerous days of WWII. Pilot 20 authentic fighter aircraft from America, Britain and Germany. Defend the skies over England in 1940 from waves of German bombers, fight off attacking Messerschmitts as you escort B-17s on critical bombing runs, and engage in dogfights over France. With a Quick Start mode for instant dogfighting, single missions, dynamic campaigns, pilot careers. Multiplayer via direct connection, modem or network. Aircraft include P-51s, Spitfires, Hurricanes, Bf-109s, Fw-190s, etc. *IBM requires: Win '95, Pentium 133 with 3Dfx or Pen 166, 32mb RAM, 4spCD, hard disk.* IBM - $90.00

European Air War

FIGHTING STEEL WWII Naval Combat SSI

World War II naval combat from 1939-42, including the British, German, American and Japanese fleets, all rendered in stunning 3D. With historical scenarios, campaigns, computer generated scenarios, and scenario editor. Control divisions, fleets, or single ships in real-time action. Over 90 ship classes, realistic 3D battle damaged sustained by ships, etc. *IBM Requires: 4spCD-ROM, Pen 133, 32mbRAM, 2mbSVGA, hard disk. Due Nov'98.* IBM - $60.00

JANE'S WWII FIGHTERS Janes

Fly seven famous WW2 fighters, being the Mustang, Thunderbolt, Lightning, Spitfire, Bf 109-G, Fw 190A-8 and Me262A1.Takes full advantage of today's 3D technology. Fully operating 3D cockpits, clouds, smoke, fire, bullet holes, muzzle flashes. Fierce dogfighting, swarms of aircraft, desperate radio chatter. You can play a full campaign as Axis or Allies, plus 35 single missions, a full mission editor, multiplayer for up to 8 via LAN or internet. With no radar or missiles, its easy to learn how to fly these planes, but has tutorial missions on each aircraft anyway. *IBM Requires: Win, Pen 200, 32mbRAM, 3Dfx, 6spCD.* IBM - $75.00

PACIFIC GENERAL SSI

Using the popular *Panzer General* system, but featuring a newly created naval combat model for high-seas realism. Engage in naval combat, including island hopping land battles, with the same exquisite playability as land combat. Campaigns and scenarios are playable as Japanese or American forces - imagine landing in San Francisco as the victorious Japanese! Also authentic war footage, a comprehensive scenario editor, battle generator and you can play head-to-head via modem or network. *IBM Requires: Pen 90, Windows '95, 16mbRAM, SVGA, 4spCD-ROM.* IBM – $50.00

PANTHERS IN THE SHADOWS HPS

Re-creates World War Two combat on the Western Front from 1939-45, including North Africa and Europe, set on a platoon/section scale. With 1 minute turns, over 1,500 weapons systems and 500 different guns, authentic round penetrations based on muzzle velocity, size, mass, density, target's armor thickness at location hit, and angle of armor. Also all the major round such as AP, APC, APDS, HE, HEAT, APHE, etc. There's no point trying to defeat the "game-system", because the game recreates history faithfully - only real-life tactics will succeed. 5 historical scenarios plus complete scenario editor. *IBM Requires: VGA, hard disk, 3.5"FDD.* $85.00

Panthers in the Shadows Map Builder Add-on Disk	$15.00
Panthers in the Shadows Campaign Disk # 1 Into the Cauldron	$15.00
Panthers in the Shadows Campaign Disk # 2 SSLAH in Normandy	$15.00
Panthers in the Shadows Campaign Disk # 3 Thunderbolt!	$15.00
Panthers in the Shadows Campaign Disk # 4 Heia Safari	$15.00
Panthers in the Shadows Campaign Disk # 5 Hell on Wheels	$15.00
Panthers in the Shadows Campaign Disk # 6 Sea Lion	$15.00
Panthers in the Shadows Campaign Disk # 7 France 1940	$15.00

Two other HPS Games are Broken Alliance and Dragons in the Mist $40 each

iPANZER '44 IM

A tank combat simulator. Command American, Russian or German tanks in the great battles of 1944. Control a single platoon of 3 - 5 tanks or a larger force complete with support vehicles, infantry, artillery, and even air support. Accurately simulates (that is, you can drive them) the three most important tanks of WWII: the M4A6 76mm Sherman, Panther Ausf G, and Russian T-34/85. Includes other tanks, tank destroyers, assault guns, halftracks, jeeps, etc. With eighty combat areas with randomly generated battles for unlimited gaming, four different campaigns, extensive difficulty and realism settings, optionally supports 3D graphics. *IBM Requires: Win'95, Pentium 133, 16mbRAM, 4sCD.* $30.00

PANZER COMMANDER SSI

An absolutely stunning 3D tank simulator. Lets you test your skill with over 24 driveable tank types from 4 countries! In-tank views include historically accurate driver, main gunner, machine gunner anc cupola views. External views include three-quarter, zoom and elevation views. Your crew follow your commands and improve with each successful mission. Has 3 Germand 3 Russian campaigns, each with over 20 missions. Stand-alone scenarios include 10 each for US, British, German & Russian. Also 12 multiplayer scenarios. Powerful scenario editor lets you adjust over 150 variables. Simulates realistic movement over rough, muddy and frozen terrain, weapons recoil and performance. Tanks you can drive include T-34/85, IS-II, M26, M4 Sherman, Tiger I, Tiger II, Matilda, Cromwell, etc. *IBM Requires: Pen 133, 16mbRAM, 4spCD-ROM, Win'95.* IBM - $50.00

PANZER GENERAL SSI

As a strategy game, Panzer General will challenge your mind and stimulate your senses. Graphics are stunning SVGA coupled with actual WW2 photos and film footage, along with music and dynamic sound effects. The game starts in 1939 with you as a German general in Poland. If you win, you can advance to the next front, still commanding your newly experienced troops. Continue to lead well and those inexperienced units from Poland could turn into an overwhelming force plowing through Norway, Belgium, France, North Africa, and the Eastern Front. And you can also invade England, and the USA in 1945. As well as this progressive campaign game, there are 35 scenarios which can be played Allied or Axis. *IBM Requires: CD-ROM, 4mb RAM, SVGA, hard disk, mouse, 386DX33+.*

MAC/WIN'95/DOS - $50.00 **PlayStation - $80.00**

Panzer General Official Strategy Guide 360 page book. $30.00

PANZER GENERAL II SSI

At last it is here - and being played by several of our staff! More than just a sequel, this game is an entire generation beyond anything yet seen in strategy games. Witness the Living Battlefield, a new standard for strategy game artwork, with photo quality tanks, guns, buildings, mountains, roads, etc. With thirty painstakingly crafted battlefields that are faithful to the real ones in WW2. Game play is fantastic, with the campaign starting in Spain, and going onto the Eastern, African and Western Fronts. Includes 12 multiplayer scenarios, and you can design your own scenarios. Thoroughly recommended. *IBM Requires: Pentium 90+, 16mbRAM, 1mb SVGA, hard disk, 4spCD-ROM.* $50.00

Panzer General II The Official Strategy Guide Hint book. $30.00

SILENT HUNTER Commander's Edition SSI

The game plus Patrol Disks 1 and 2, plus the new Patrol Disk 3, which has 15 historical scenarios and 2 patrol zones, Aleutian Islands and Java Sea. $60.00

SOLDIERS AT WAR SSI

World War II tactical combat at its finest! A turn-based, squad level combat with all the heroism & action of a good WWII movie. Lead a squad of 8 men through 18 linked scenarios. Experience D-Day and the assault on Monte Cassino. Execute commando raids and fight fierce house to house battles in blasted cities. An extremely flexible mission editor and 10 extra stand alone scenarios make the action endless. Over 40 unique actions per soldiers lets them walk, kneel, crawl, throw grenades, kick-in doors, climb into disabled tanks, etc. Graphics look wonderful, tanks, planes and subs look like 3D miniatures of the real thing. *IBM requires: Pen 120, 4spCD-ROM, 16mbRAM, 2mbSVGA, Win95.* $50.00

STEEL PANTHERS II Modern Battles SSI

Here's the modern day version of one of the hotest wargames ever. Lead a single squad or an entire battalion through Europe, Asia and the Middle East from 1950 to 1999. Fight a progressive series of small battles with the same units, while reinforcements replace losses. Re-enact numerous conflicts in Korea, Vietnam and the Middle East. Several explosive "what-ifs" erupt in Korea, Canada, Europe and Russia. Includes Operation Desert Storm, and scenario generator and editor. *IBM Requires: 486/66, SVGA, CD-ROM, 8mbRAM, mouse, hard disk.* $50.00

Steel Panthers II Campaign Disk Command South Korean forces in this hypothetical invasion of South Korea by the North in 1998; an aggressive Germany threatens Europe and battles it out with Britain in Belgian; Germans and French slog it out in the Rhineland; and 30 additional scenarios. $40.00

STEEL PANTHERS III 1939-1999 SSI

The latest from Gary Grisby and Keith Brors, Steel Panthers III lets players fight larger tactical battles using the same easy-to-use interface featured in their critically acclaimed Steel Panthers I and II. This brilliant tactical wargame includes 6 campaigns and 40 scenarios, as well as a scenario editor that allows you to build your own scenarios, and even link ten of them into a campaign. Players can engage in brigade size battles frome very major historical conflict from 1939 to date, plus hypothetical battles, such as NATO 1998 and Holy War 1999. Includes weapons and units from 20 WWII countries and 40 post WWII countries. *IBM Requires: 486/66, 2spCD-ROM, 16mbRAM, hard disk, SVGA..* $50.00

Steel Panthers III Official Strategy Guide $30.00

STEEL PANTHERS ARSENAL SSI

Includes Steel Panthers I, Steel Panthers II, Steel Panthers III plus 12 additional campaigns and 140 additional scenarios, spread between all these games! IBM details as for SP III above. $60.00

STORM IN THE WEST Schwerpunkt

A wargamers' wargame on computer, without any "frilly" stuff! With six scenarios set on the Western Front in WW2, including 1940 France, 1944 France and 1945 Germany, and an editor for those "what if" scenarios you want to create. Features hex based maps, supply restrictions, fog of war, Allied politics, Germany early jet technology, operational level units, zoom in and out on the map, 200 ground and air units, maps of France, Low Countries and Germany, basic and advanced game, optional rules, for one to two players. *IBM Requires: 386, 3.5" 1.44mb FDD, 1mbRAM, SVGA graphics, hard disk.* $60.00

LENINGRAD Version 2.0. A complete game in itself. Covers the 1941 German thrust from the Luga River to Tikhvin, the Russian 1941 winter counter-attack at Tikhvin, the Russian 1942 failed attempt to break the siege, and the overwhelming 1944 attack that forced a German retreat. Also a scenario editor. $40.00

KIEV Version 2.0. A complete game in itself. Covers the Kleist/Guderian 1941 pocket, the 1943 German retreat to the Dnieper River under heavy Russian attack, the 1943 Russian breakthrough of the Dnieper River, and the 1943 Manstein class spoiling counterattack. Also a scenario editor. $40.00

CRIMEA Version 2.0. A complete game in itself. Covers the 1941 German attack at the Perekop Isthmus/Ishun Lakes, the breakout into the peninsula, the 1942 Russian winter attack, the spring 1942 German capture of Sevastopol, and the Russian capture of all Crimea in 1944. Also a scenario editor. $40.00

ROSTOV Version 2.0. A complete game in itself. Covers the 1941 German capture of Rostov, the Russian winter offensive, the spring 1942 German offensive, and the Winter 1943 Russian attacks to cut off and destroy Army Group Don after Stalingrad's capture. $40.00

IZYUM A complete game in itself. Covers the Russian 1941 winter offensive to destroy the German 1st Panzer Army, the early spring 1942 Russian attack towards Kharkov that ended in disaster, the spring 1942 German offensive, the winter 1943 Manstein "Backhand Blow" that recaptured Kharkov, and the Russian 1943 fall offensive that drove off the Germans. Also a scenario editor. $40.00

The Operational Art of War Vol 1 1939-1955 Talonsoft

Norm Koger (designer of Age of Rifles, Red Lightning) has created this wargame of his dreams. This Volume 1 gives you the ability to create any battle of any war that occurred between 1939 and 1955. The game scale can range from companies of men to whole corps. With full blown map, unit and scenario editor. Hundreds of tanks, planes and equipment to choose from. Stunning 16 Bit high color graphics in both 2D and 3D modes. A event/political editor that lets you create trigger events that will cause other historical or what-if situations to occur. You can play against computer or human opponents, and has 15 major preset battles, including Kharkov, France 1940, Invasion of Sicily 1943, D-Day 1944, Patton vs Zhukov 1945, Israel 1948, Korea 1950, NATO vs Warsaw Pack 1955. *IBM Requires: Win'95, Pentium, 4spCD-ROM 16mbRAM, 16bit SVGA.* IBM - $90.00

TIGERS ON THE PROWL HPS

Extremely detailed recreation of battalion sized combat on the Eastern Front from 1939-45, including all the belligerents, Germany, SS, Soviet, Luftwaffe, Guards, & Axis. Combat is resolved using detailed calculations based on the US Army Ballistics Research Lab, taking into account armor thickness, round penetration at that range, weight of explosive, air drag, angle of the target, etc. Features hundreds of different tanks, artillery, infantry small arms types, etc. Magnificient. *IBM Requires: VGA, 3.5" FDD, hard disk, 386.* $85.00

Tigers on the Prowl Map Builder Add-on Disk	$15.00
Tigers on the Prowl Campaign Disk # 1 Panzers Forward!	$15.00
Tigers on the Prowl Campaign Disk # 2 GD on the Steppe	$15.00
Tigers on the Prowl Campaign Disk # 3 Peiper in Russia	$15.00

V for Victory Commemorative Edition 360

All four magnificent V for Victory games released on the one CD! These are true boardwargames transfered onto your computer with stunning SVGA graphics. The four games are *Utah Beach*, which thrusts you into the Normandy invasion of June, 7th 1944 in WW2; *Velikiye Luki*, where as a German tank commander on the Russian front you must break a siege; *Market Garden* where as the British commander you must take and hold bridges across three major rivers; and *Gold-Juno-Sword* which takes you back to the Normandy beaches as a Commonwealth or German commander. *IBM Requires: 386, CDROM, VESA SVGA, hard disk, 3mbRAM, mouse.* $24.00

Post World War II

APACHE V HAVOC empire

East meets West in an apocalyptic clash of the superpowers as the US Apache Longbow and the Russian Havoc go head to head in the most incredible helicopter sim ever seen on a PC. Deeply challenging gameplay, an intense and absorbing atmosphere and super-fast speeds. The 3D engine is specifically designed for low-level helicopter combat. With stunning cockpit views, realistic and novice options, massive multiplayer campaigns, all weather missions, three vast combat zones, etc. *IBM Requires: Windows '95, Pen166, 32mbRAM, 3DGraphics card.* IBM - $85.00

Apache V Havoc

COMANCHE GOLD Novalogic

Includes the enhanced version of Comanche, the best selling helicopter simulator of '97, plus new campaigns and missions, (over 80 in total) in which you must stop the threat of biological and chemical devastation in missions that send you to unstable regions around the world. Also has a mission builder, new weapons loadout options, easy and advanced flight models, and absolutely beautiful graphics. *IBM Requires: Win'95, Pen 133, 16mbRAM, SVGA, 4spCD.* $50.00

DELTA FORCE Novalogic

You are 20 clicks behind enemy lines. Dropped in with only the equipment strapped to your body. You are the hunter. This is what you've trained for...what you live for...you are Delta Force. Choose from a complete arsenal of weapons including sniper rifles, play in either 1st or 3rd person. Premiering VoxelSpace 3 graphics terrain with 32 bit color. Engage in over 40 single player/co-operative missions across 5 continents. Mission objectives include airfield take downs in Asia, stopping nuclear and bio-terrorism in Russia. *IBM Requires: Windows '95, Pen II or Pen 166+MMX, 16mbRAM, 4spCD-ROM, SVGA.* IBM - $90.00

F-16 versus MiG-29 Novalogic

A double-game including both F-16 and MiG-29 complete games. The MiG-29 isone of the world's most maneuver able and toughest fighter jets. The F-16 is the workhorse of the USAFYou can fly the two jets against other players in multiplayer mode. With stunning 3Dfx graphics, great interactive cockpits, authentic flight models, over 40 stand alone missions for each jet, mission design tools, use the F-16's Lantirn for night vision and precision bombing, etc. *IBM Requires: Windows '95, Pen 166, 16mbRAM, 4spCD-ROM 3Dfx.* IBM - $75.00

JANE'S F-15 JET COMBAT SIMULATOR EA

You can be up and flying in five minutes. Instant action option includes simplified controls to ensure quick access to your first kill. Training missions have you flying like an ace in no time. Adjustable levels of realism and difficulty. Magnificent graphics and stunning visual effects. Mid-air refueling, smart bomb camera views, radio chatter, 30 different weapons, you can play head-to-head over the internet, modem, network or serial. Design your own missions with a powerful mission builder, relive the Desert Storm through an intense campaign, etc. *IBM requires: Win'95, Pentium 133 with 3DFX card or Pentium 166 without, 16mbRAM, 4spCD-ROM, hard disk, SVGA.* IBM - $80.00

JANE'S LONGBOW ANTHOLOGY EA

The definitive helicopter combat collection, combines two previous games: *AH-64D Longbow* and *Longbow* 2. Features 3Dfx support, all of the world's hot spots (Russia Europe as well as Korea, Central America & Mid East). *IBM Requires: Pentium 133 with 3Dfx or Pen 166, 16megRAM, SVGA, 4spCD-ROM.* $80.00

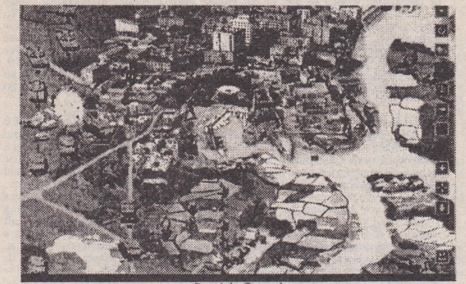
POLITIKIA - Tom Clancy RedStorm

Yeltsin is dead! Russia is in turmoil! Tom Clancy's pre-millennium Russia will challenge you to save a crumbling empire. The death of Yeltsin has left a power vacuum. You belong to one of the eight major factions, including the KGB, Church and Mafia, that have risen from the chaos and are competing to take control of the nation. Includes a free Tom Clancy novel, free unlimited multiplayer gaming over the Internet, and single player game. *IBM Requires: Win'95, Pentium 100, 20mbRAM, 4spCD-ROM, hard disk, SVGA.* IBM - $50.00

Politikia Hint Book $30.00

PEOPLE'S GENERAL SSI

An absolutely stunning game using the *Panzer General II* system, with uncomparable graphics. Presents a disturbingly plausible, near future Asian conflict that escalates to involve virtually the whole world. Game play covers large areans of the Korean Peninsula, Southeast Asia, Siberia, Ural Mountains and Ukraine. Choose from over 200 task forces from 19 nations. Fight either as Chinese or Western Alliance forces in 2+ campaigns totaling 36+ scenarios. Western Alliance forces include the US, Great Britain, Germany, France, Russia, Australia, South Korea, Japan, etc. Includes the latest in military hardware such as M1A3 and T-99 Main Battle Tanks, Werewolf Attack Helicopters, as well as more common weapons such as T-80, AMX-13, Challenger II, AH-64, M109, M60A3, etc. Also has an enhanced Battle Builder with a random element. *IBM Requires: Pen 166, 8spCD-ROM, 32mbRAM, Windows '95, 2mbSVGA.* **IBM - $54.00**



People's General

Rainbow Six (Tom Clancy's) RedStorm

The most revolutionary action/strategy game of its kind. Nothing comes close to offering such as exciting combination of strategy, team-building, realistic, three-dimensional graphics and true-to-life special forces action. One shot kills. The ultimate goal is to save yourself and the world from deadly terrorists. You must successfully complete 17 unique missions, and if you die, the world is dead. *IBM Requires: Windows '95, 4spCD-ROM, SVGA, Pen 166 with 3Dfx or Pen 200, 16mbRAM.* **IBM - $95.00**

SPEC OPS: Ranger Assault Take2

The enemy expects you within 24 hours. Actually, you're already there. Liberate a hostage before execution, demolish a squadron of MiG aircraft before take-off, eliminate a maniacal druglord. Choose stealth or all-out war as you lead your team of rangers against campaigns of global terrorism. Fight against time and whole armies in massive, realistic outdoor 3D environments in sites all over the world. Use a huge arsenal of high-tech weapons and gadgetry. This is a 3D style game, not and *Red Alert* style game. Use snipers, demolitions experts, etc. *IBM Requires: Penium 166, 16mbRAM, Win '95, 8spCD-ROM, SVGA.* **IBM - $90.00**

SSN-Tom Clancy Virtus

Tom Clancy brings you his first CD-ROM. The mission briefing is that Chinese hard-liners have staged a daring raid on one of the world's last great untapped oil reserves, setting the stage for a rejuvenated Communist dictatorship. Representing the United States, you command an Improved Los Angeles-class nuclear attack submarine, the USS Cheyenne. Over 360 feet long and brimming with state of the art electronic warfare systems, she is the finest fast attack sub in the world. The fifteen missions you encounter during the game lead you through the realistic scenarios which could be taken from tomorrow's headlines. *IBM Requires: Pentium 60, Win'95, SVGA, 8mbRAM, hard disk.* **$30.00**

SU 27 FLANKER COMMANDER'S EDITION SSI

From Russia comes the definitive military flight simulator. The first flight sim to fly under state-of-the-art Windows'95 technology. Includes a power mission editor that lets you do everything from single training missions to planning and executing full campaigns. With detailed briefing/debriefing. This is reputed to be the most realistic flight sim ever for the PC. *SU 27 Flanker Mission Disk* Includes 150 new missions, a new 16 player multiplay capability over local area networks, significant enhancements to enemy AI, extended mission editor. *IBM Requires: 486/66, 8mbRAM, 1megSVGA, hard disk, 2spCD-ROM.* **$50.00**

TEAM APACHE Mindscape

The ultimate helicopter simulator, that has play modes ranging from pure arcade for beginners to hard-core sim for experienced players. With six interactive training missions, network games possible, real-time campaigns, recruit your own crews, explore your airbase and load your choppers, rock-solid physics and flight modeling, multiple views, great graphics and special effects. *IBM requires: Win'95, Pentium 133, 16mbRAM, 2mbSVGA, 4spCD-ROM.* **IБM - $50.00**

TOP GUN Hornet's Next Microprose

As Maverick, you're hot to strike the enemy with 30 missions while piloting your fully loaded F/A-18. Features 30 missions in three threatures, easy to handle controls, LAN or Internet play. Receive your pre-campaign briefings from Commander Hondo himself. Cockpit and chase views allow you to experience all the action and special effects up close *IBM requires: Win '95, Pentium 166, 32mbRAM, 4spCD-ROM, SVGA.* **IBM - $70.00**

VIGILANCE Sega

Stand against the gathering storm as one of 8 unique player characters - ex NSA, KGB, FBI and other counter-terrorist operatives from all over the world. You'll have 40 unique weapons and power-ups at your disposal, in this 3D first or third person action/adventure game. You face terrifyingly real counter-terrorist missions in single player mode, or up to 20 playable characters in deathmatch mode. The battlefield is the world of today, recreated with photorealistic 3D engine. *IBM Requires: Pen 166, 32mbRAM, Windows '95, SVGA.* **IBM - $70.00**

WORLD OF COMBAT 2000 Novalogic

Contains three games in the one box, being: *Commanche* 3, where you strap into the helicopter designed for the battlefield of the future, with over 30 missions, stunning 3D terrain, for novice & expert players. *F-22 Lightning II*, where you take to the skies in the US Air Force's next-generation stealth fighter, with 36 missions, missions change according to outcome of previous missions. And *Armored Fist 2 M1A2 Abrams*, where you command the main battle tank of the US, where you control your own tank or your platoon in over 50 missions. *IBM requires: Win'95, Pentium 90, 16mbRAM, SVGA, 4spCD-ROM.* **IBM - $84.00**

Science Fiction

ASTEROIDS Activision

The classic arcade game now with next generation 3D graphics. Added enemies, advanced weapons, explosive effects, brave a multitude of hyperspace worlds, compete against a friend on one screen. *IBM Requires: Windows '95, Pen 133, 16mbRAM, 4spCD-ROM, 2mbSVGA, 3D accelerator card.* **IBM - $50.00**

BATTLE ISLE PACK BlueByte

Contains three classic products: *Battle Isle II*, a huge futuristic wargame of massive tank, ship and aircraft battles with detailed 3D display of all units, *Battle 2 Scenery CD Titan's Legacy*, with 16 new computer maps, 10 new multiplayer maps, 6 new units, etc, and *Battle Isle III Shadow of the Emperor*, with 60 minutes of live video sequences and digitised speech. 64 different weapons, a tutorial, etc, of futuristic warfare in the air, on the ground, and the sea. *IBM Requires: 486/33, Win 3.1+, 8mbRAM, 2spCD-ROM, SVGA.* **$45.00**

BATTLE ZONE Activision

You are the high-level Commander making decisions from your own war-ravaged tank. Lead your futuristic US troops on a mission to gain control of a superior alien technology in the true "space race" against the Soviets...or cross enemy lines to the Soviet side. Pilot one of 25 anti-grav war machines. Wield 25 devastating weapons. Co-ordinate full-scale attacks with over 30 unique units such as tanks, infantry and mobile assault turrets. Call in artillery, deploy wingmen - all this while still in your tank. Lose your vehicle in battle? Grab your sniper rifle and take over an enemy vehicle. Fight over seven distinct terrains on moons and planets. *IBM Requires: Pen 120, 16mb RAM, 2spCD-ROM, Win'95, hard disk.* **IBM - $40.00**

BABYLON 5 SCREEN SAVER Shadow Wars SS

The other B5 screen saver has sold out, but a new limited edition has come out, and we still have stocks. This all new limited edition CD-ROM packs a vast collection of multimedia matter: 25 video clips, 75 wallpaper scenes, icons and animated cursors, plus a multi-level arcade style shoot'em-up where you control a Starfury in a game like *Space Invaders*. *IBM Requires: 486/33, Win 3.1+, 8mbRAM, 2spCD-ROM, SVGA.* **$40.00**

BABYLON 5 The Official Guide Sierra

This interactive reference guide to Babylon 5 is loaded with hundreds of photos, sound and video clips, from the inner workings of the space station to the outer reaches of the galaxy. Details each type of weapon, technical specifications and video clips of 30 alien and human spacecraft, a guided tour of the station, histories of governments, a directory of key characters, and places of interest. *IBM Requires: Pen 90, Win '95, 16mbRAM, 4spCD-ROM, SVGA.* **$50.00**

Blood II: The Chosen Monolith

An extremely gory *Quake II*-style In a time of turmoil and decay, a dark organization with a sinister agenda casts its shadow over the world. But as their plot unfolds, an even greater evil pushes its twisted being at the very bindings of reality...but Caleb is back to fight them, but this time he is not alone. Can he hold the Chosen together long enough to reclaim the Cabal and the heart of his one true love? With an all-new next-gen engine, over 30 gory levels, explore vast 3D environments and destroy everything in sight, four playable, fully-customizable characters, heaps of deadly weapons. *IBM Requires: Pen 166, 32mbRAM, 4spCD-ROM, Windows '95, 3Dfx or Pen 233 without, SVGA.* **IBM - $99.00**

Blood II: The Chosen Official Strategy Guide **$30.00**

COMMAND & CONQUER + Covert Ops Westwood

This game has received rave reviews, and for good reasons. It plays like a science fiction version of *Warcraft* but with heaps of cinematics connecting together the missions and battles. The game revolves around the Global Defense Initiative as they attempt to stop the Brotherhood of Nod, a group of terrorists, from takng over the world. You command and better your bases, unite or divide your forces, develop and utilise guerilla tactics, all combat is real-time. There are heaps of weapon types, great sound, & 60 minutes of cinematics. *Covert Operations* includes 15 new missions and 10 new multi-play battle arenas. Missions are not sequential, you can play the missions in any order you desire. 8 missions are NOD, 7 are GDI. There are seven new audio tracks. *IBM: 486/33, CD-ROM, 8mbRAM, VGA*. **IBM - $30.00** **MAC - $90.00**

Command & Conquer For the Playstation with 6 new levels. **$55.00**

RED ALERT This is a complete game, the sequel to C&C. Dark experiments have permanently altered time. Or have they? Soviet tanks crush city after city while Allied cruisers shell bases. Spies lurk, land mines wait, and strange new technologies aid both sides in their struggle for ultimate control. With thirty new units and structures to choose from including MiGs, spies, destroyers, submarines; create battlemaps with new terrain editor, over 40 missions to play and dozens of multiplayer maps, three game difficulty settings, battlemaps are twice as large, dozens of close-ups and action movies. *IBM Requires:Pentium 75, 8mbRAM, CD-ROM, SVGA, hard disk.* **Playstation - $90.00** **IBM - $50.00**

Prima's C&C Red Alert Secrets & Solutions Unauthorised Hint Book **$30.00**

Red Alert Counterstrike The official expansion. Features 16 new missions, over 100 new multiplayer missions, new units including Tesla tanks, Elite Super Soldiers, Wonder Dogs, Superjets; the key to unlocking giant ant missions, new music, 3 difficulty settings, etc. **$40.00**

Red Alert: The Aftermath An official add-on. With new Allied units that include stealthy Chronotanks, unit-repairing field mechanic, explosive demolition truck, new Soviet units include a formidable Tesla tank, a sea-to-land missile submarine, electrifying shock troopers. 18 new missions, 100 new multiplayer maps, some being twice the size. **$30.00**

Command & Conquer Relatiation **Playstation - $99.00**

CYBERSTORM Corporate Wars Dynamix

The first tactical simulation with turn-based and real-time combat. It's the year 3569. In the Typhoeus system, a newly discovered jumpgate will allow massive expansion and wealth to the corporation that controls the gate. Eight corporations will fight for it. With a feel similar to *Red Alert*, lay minefields, fire radiation beams, cloak to advance, every enemy is different, has heaps of opportunities for customizing your mecha and other vehicles (27 different vehicle chassis with 300 devices & weapons), upgrade your facilities, allow construction of heavier units, etc. *IBM Requires: Pen 133, 24mbRAM, 4spCD-ROM,SVGA, Win'95.* **$70.00**

Cyberstorm Official Strategy Guide **$30.00**

CYDONIA Mars: the First Manned Mission DCI

A stunning 3D adventure in the style of *Myst*. The year is 2012. It is almost 40 years since NASA's probe discovered the Face. Your mission is to explore the Red Planet for the prospect of human colonization, and to find proof of the suspected now-dead ancient civilization. You can roam freely about the Martian landscape in over 50 hours of gameplay. Travel through time to a bygone era when an alien civilization thrived on Mars, solve 3D puzzles, try to understand alien technology. *IBM Requires: Windows '95, Pentium 166, 16mbRAM, 8spCD-ROM, SVGA.* **IBM - $90.00**

DARK FORCES - STAR WARS LUC

DOOM meets Star Wars! With graphics and world details the equal of Doom, and sound effects that are superior, this game is already extremely popular. You play the part of a mercenary working for the Rebel Alliance, trying to track down the Empire's latest doom weapon - an army of cybernetic doomsday warriors. You have to infiltrate many Imperial bases, crawl through sewers, fight battles with Stormtroopers, automated defense drones, aliens, etc, as you try to stop this latest Imperial strategy. The game is difficult, with more to do than just explore and shoot everything that moves. But if you find the game too hard, there are heaps of cheats on the bulletin boards. There are around nine different weapons, including hand grenades, blasters, rocket launchers, etc. Good fun! *IBM Requires: 486/33 +, 8 mb RAM, CD-ROM, VGA, hard disk.* **IBM - $40.00** **MAC - $40.00** **PlayStation - $90.00**

DARK REIGN Activision

This is one of the best looking *Command & Conquer* style games. A colossal war between the Imperium and the Freedom Guard is annihilating your world. To save your civilization you must enter the heart of an empire at war. Vanquish both military powers and alter the destiny of a galaxy. With stunning graphics, you can create missions and maps easily, the AI is highly responsive and unpredictable, command over 35 units such as suicide bombers, hostage takers, saboteurs, etc. Head to head via modem, or up to eight players on a network; units travel slower uphill and faster on roads, you can set waypoints, units can hide in ravines or underground, etc. Looks good. *IBM Requires: Pentium 90+, 16mbRAM, 2spCD-ROM, hard disk, SVGA, Win'95.* **IBM - $30.00**

Dark Reign Unauthorise Game Secrets Hintbook. **$30.00**

DARK REIGN EXPANSION

Enter a warring galaxy as either the Freedom Guard or the Imperium ShadowHand Admiral. Engage in the epic battle for control of a newly discovered technology. With over a dozen new units which make up the two new armies, 20 new missions, all-new multiplayer missions and over 100 multiplayer maps, and an enhanced construction kit to make multiplayer maps. **IBM - $30.00**

DEAD RECKONING Piranha

With superb graphics and sound. Is there a hell in space? You've been abducted by a dark force called the Master Race, and have been recruited to represent the human race in a universal deathmatch against a horde of sadistic aliens in fifteen strange and vast arenas. You fly powerful attack craft, and your wingmen have good enough AI to choose and implement their own attack strategies. If you lose, the Earth will be destroyed. You can select your wingmen, ships and opponents in custom game mode. *IBM Requires: Pentium 166 with 3Dfx or Pentium 200, 16mbRAM, 4spCD-ROM, Windows '95, 16 bit color, supports modem play.* **IBM - $80.00**

DESCENT: FREESPACE The Great War Interplay

Descent goes flightsim with this revolutionary game! The heartless Shivans emerged through subspace near Earth, harboring technology light years ahead of anything seen before. They made no attempt to communicate. They did not respond to our communications. They simply attacked - and destroyed everything in their path. 30 branching single-player missions, 20 multiple-player missions, 3 unique species, each with their own tactics, ships, characteristics; over 40 stunning real-time ships, including the unbelievably big capital ships; create your own missions, up to 12 players over the internet. You fly 8 different fighters and bombers, you can engage the capital ships' moving gun turrets, and can selectively target enemy ship subsystems. Damn! I wish I had the required system specs! *IBM Requires: Pen 133 with 3D accelerator, or Pen 166 without, Win'95, 32mbRAM, 8spCD-ROM, hard disk, SVGA.* **IBM - $90.00**

Silent Threat Official expansion. You've been asked to go behind enemy lines in order to preserve a threatened peace treaty. With 40 new missions, 2 new killer ships join your squadron, 4 new weapons, a new capital ship. **IBM - $30.00**

DOMINION Storm Over Gift 3 Eidos

For years, games have been promising real-time strategy. Finally, this game delivers. With 30+ frames per second in all four resolutions and sophisticated AI. You will need to develop speed to defeat your enemies as they build bases and perform feint and co-operative group attacks. With 95,000 frames of animation, 44 vehicles and 6 personnel types per race, 4 races with their own characteristics, hi-res graphics up to 1280 x 1024. 60 multiplayer maps. *Requires: IBM Requires: Pentium 166, 32mbRAM, 4spCD-ROM, SVGA.* **IBM - $90.00**

The Depths of DOOM Trilogy idSoftware

Includes *The Ultimate Doom*, *Doom II* and *Master Levels for Doom II*, (which have 3,000 levels for *Doom II.*). *Requires: 2spCD-ROM, 386/33+, hard disk, 4mbRAM, VGA.* **IBM - $50.00**

DOOM II idSoftware

Now available for DOS and Windows '95. You continue to play the tough Marine. You beat the bad guys in DOOM I, but now they have invaded Earth, and you have 30 levels in which to try to rescue your world from certain doom. *Requires: 2spCD-ROM, 386/33+, hard disk, 4mbRAM, VGA.* **IBM - $16.00**

DUKE NUKEM ATOMIC 3DRealms

With fantastic 3D scenarios you battle sinister aliens through the battled streets of LA in the future, where through many levels you escape a prison nightmare and fight through streets and buildings to reach the alien leader's orbiting station, and then onto the surface of the moon itself. Enemies fly on small scooters, you get to swim and fight underwater; weapons include automatic sidearms, rocket launchers, pipebombs, etc. You can run, jump, crawl, swim, and use a jetpack. Also great for multi-player free for alls, joined via null-modem or modem or network. Has 28 levels. This special uncut version includes five controversial scenes, 11 strategically unique weapons, a powerful 3D level editor, and a brand new episode. *IBM Requires: 486/66, CD-ROM, VGA, 8megRAM, hard disk.* **IBM - $50.00** **MAC - $90.00**

Duke Nukem Game Secrets Unauthorised Hint Book Detailed maps for every mission, locations of all secret places, cheat codes, etc. **$28.00**

DUKE NUKEM 3D Kill-A-Ton Collection Includes Duke Nukem 1 and 2, Duke Nukem 3D, Plutonium Pak, Duke it Out in DC, Duke! Zone II, Duke Xtreme, Interactive Strategy Guide, and Level Editor. **$60.00**

Duke CARIBBEAN Duke goes on vacation to the Caribbean, but the alien scum drop in for a little vacation of their own. But the unwelcome beach invaders are in for a little surprise. With seven new sun-saturated levels, a secret wave crashing level, 4 Dukematch levels, new beach-clad monsters, new sand-blasting weapons, new music, etc. **$30.00**

Duke Nuclear Winter There's diabolical danger in the northern Ice-Land. Alien scum have taken over, and Santa & his little elves need rescuing! With 7 icy new levels, new arctic monsters including giant, lethal snowmen, new winter and wonderland art. Visit Santa's castle! **$30.00**

DUNE 2000 Westwood

Dune 2000 is a completely re-done Dune II, specially designed for today's computers. Dune 2000 offers all the familiar units of the original: Deviators, Fremen warriors, the Sardaukar, Sonic Tanks, Ornithopters and many more. Players can lead the noble Atreides, the sneaky Ordos or the evil Harkonnen. This top-down wargame features over 40 missions and full motion video briefings, new strategies, special effects and music. Supports 8 Bit and 16 Bit hi-res color, and supports multiplayer. *IBM Requires: Pent 90, 16mbRAM, Windows '95, 4spCD-ROM,16bit SVGA.* **IBM - $80.00**

Dune 2000 Prima's Official Strategy Guide **$30.00**

EMPEROR OF THE FADING SUNS Segasoft

From the roleplaying game, *Fading Suns*. Enter the realm of the Fading Suns, and become emeshed in a bold, Gothic world where advanced technology has plunged the galaxy into a new Dark Age. Explore new planets, research forbidden technologies and control the growth of an empire. Wage war with up to four opponents. Colonial outposts come to vivid life through fully realized environments teeming with trade and treachery. Continually evolving storyline provides multiple ways to win. *IBM Requires: Win 95, 486/66, 16mbRAM, 2spCD-ROM, hard disk.* **IBM - $50.00**

ENEMY INFESTATION ripcord

A roleplaying game in the tradition of the *Diablo* and *Fallout*. The aliens came without warning, without sound, without fear. They possess the terrifying capacity to mutate, rendering their destruction almost impossible. You join a group of unsuspecting colonists as swarms of these insidious aliens destroy their isolated farming colony. You and your squad must stop these aliens. You have a lethal array of weapons and hardware. 5 massive environments with 30 unique rooms in each. 27 one or two player scenarios. 10 4 player scenarios. 20 colonist characters. Aliens gain powers by eating captured colonists. *IBM Requires: Pen 166, 32mbRAM, Windows '95, 6spCD-ROM, 2mbSVGA 800 x 600.* **IBM - $80.00**

ENEMY ZERO Sega

Waking from her cryogenic sleep, Laura soon discovers something sinister on board the starship Aki...This game is a movie-like masterpiece which fuses real-time action with sophisticated puzzle solving. Enemy zerowill test your reflexes and wits. Features cinematic scenes plus *Quake II-style* exploration of the ship. Looks good. *IBM Requires: Pen 133, 16mbRAM, Windows '95.* **IBM - $70.00**

FALLOUT Interplay

A roleplaying game in the tradition of the classic *Wasteland*. 1,000 people have been living in a nuclear fallout shelter for 80 years following a worldwide nuclear holocaust. But the water recycler has broken down, and you are chosen to go to the surface to find a computer chip to fix it with. With gorgeous semi-top-down 3D graphics there are 50 mini-quests with multiple solutions that take you through devastated wastelands. A meticulous turn based combat system lets you wound, cripple or kill. You can make your own character. Improve your characters skills through play. When you interact with other characters in the game, they will remember your attitude in later meetings. If you insult some-one, don't expect them to be nice to you later.*IBM Requires: Pentium 90, 1megSVGA, 16mbRAM, 2spCD-ROM, hard disk.* **IBM - $30.00**

FALLOUT 2 Interplay

A roleplaying game in the tradition of the classic *Wasteland*. It's been 80 long years since your ancestor trod across the wastelands. As you search for the Garden of Eden Creation Kit to save your primitive village, you path is strewn with crippling radiation, megalomanian mutants, and a relentless stream of lies, deceit and treachery. With Super-mutants, robo-dogs, and ghouls; you can upgrade your travelling companions; bigger, smarter, nastier enemies. Fall in love and even get married. Over 100 new skills. *IBM Requires: Pen 90, 16mbRAM, SVGA, 4spCD-ROM, Windows '95.* **IBM - $90.00**

FIFTH ELEMENT kalisto

Based on the popular movie staring Bruce Willis. A planet-sized sphere of pure evil threatens to exterminate the Earth, and only a perfect being, the Fifth Element, can combine with four other elements, to form a weapon to stop the evil. In this 3D adventure, in addition to the scenes and scenery from the movie, there are new creatures and new places through 16 amazing levels. 25 enemies, use Korben Dallas's extreme firepower or Leeloo's martial arts, depending upon the needs of the mission. *IBM Requires: Pen 166, 16mbRAM, 4spCD-ROM, Windows '95, SVGA, hard disk.* **IBM - $90.00**

FINAL LIBERATION Epic Warhammer 40,000 SSI

Games Workshop's Epic Warhammer 40,000 Space Marine game becomes a computer wargame! This is a turn-based strategy game that puts you in charge of vast armies (similar to *Warhammer Fantasy: Shadow of the Horned Rat*). Commanding the movements of the Imperial Guard and their devastating war machines, you fight the loathsome orks. The game has two main modes. The primary mode will be a campaign with you commanding the human forces, including Ultramarines, Imperial Guard, Emperator Titans, Thunderhawk Gunships, etc; the second option is a free for all between networked players or verses the computer. In this you play orks or humans. Graphics are stunning. There are 85 unit types to command. *IBM Requires: Pentium 90, 16megRAM, SVGA, hard disk, 2spCD-ROM, hard disk.* **$50.00**

Future Cop L.A.P.D. EA

In the 21st Century gangs have taken over LA. Mutant crooks packin' thermo nukes, bio-agents, etc, are laying siege to the city. Hit the streets in a revolutionary suit of powerarmor that morphs into a hovercraft from a walker, and back again. Now armed with plasma guns and ceramite armor, you're ready to take the fight to the gangs. With two unique game modes, one where you reclaim eight sections of LA, alone or with a friend; and a strategic battle against the computer or a friend. Can play head to head split screen or on two computers; vibrant 3D environments, over 15 weapons and powerups, 3Dfx and Direct 3D supported. *IBM Requires: Windows '95, Pen 150, 32mbRAM, 4spCD-ROM, 16bitSVGA.* **IBM - $30.00**

GALACTIC CHALLENGE SSI

Four sci-fi games in one pack, being *Star Control I* where humanity is about to be destroyed by a savage coalition of alien races; *Star Control II* where the war is over and humanity can now explore and colonise 500 stars with 3,000 planets; *Renegade Battle For Jacob's Star* where you command a squadron of starfighters in the Renegade Legion universe; and *Gateway* where a portal has opened to a place fraught with danger and wonders. *IBM Requires486/66, CD-ROM, hard disk, 4mbRAM, SVGA.* **IBM - $60.00**

GLOBAL DOMINATION Psygnosis

Set in our near future, as a Special Agent for ULTRA, you take control of covert military campaigns. Managing your allies' war machine, you must protect territories, defeat dictators and defend against sinister forces. With 4 styles of gameplay including 20 strategic missions and world domination warfare. With a huge selection of weapons and resources. The Mission Editor lets you configure your own campaigns. Rise through the ranks in reward for your military prowess. *IBM Requires: Windows '95, Pen 133, 32mbRAM, 2spCD, SVGA.* **IBM - $80.00**

HALF-LIFE Sierra

A stunning *Quake*-style 3D adventure game. It was just another day at the office, until your science experiment blew up in your face. Now, with aliens coming through the walls, a military death squad killing everything in sight, and your colleagues all dead, you''e scrambling to stay alive. Featuring advanced AI in which enemies work together in teams to hunt you down, monsters feature fluid and intricate motion, scripted animation sequenees, there is a level editor, and challenging obstacles such as train tracks and conveyor belts. *IBM Requires: Pen 133, 24mbRAM, SVGA 16 bit, 2spCD, Windows '95.* **IBM - $90.00**

Half Life Prima's Official Strategy Guide **$30.00**

HARDWAR
Gremlin

A true 3D flight simulator with endless action, mass dogfights and tactical trading. On the barren moon Titan, within the city of (misplaced) optimism, scavenger operators and ram-runners fight for the right to courier the last of Titan's worthless riches. Caught between the powerplays of neo-feudal corporations and mutant underworld cartels, there is only one escape – offplanet. With gorgeous 3D graphics of Titan's beautiful landscape, dynamic flight engine, multiple vehicle choices which you can upgade or trade in, interactive communications, and a great flight sim! *IBM Requires: Windows '95, Pen 166, 16mbRAM, SVGA, 4spCD-ROM, hard disk.* **IBM - $90.00**

HEADZ
Hasbro

A weird and wacky game which you would normally expect to find on a Nitendo 64. Take on the role of an alien head-hunter and prepare to be pitched into an inter-galactic gladiatorial competition. Battle with 225 of the most unusual opponents you'll ever meet. Everyone's after the same thing – each other's heads. What you have on your shoulders gives you your combat powers. Win a battle, collect your opponent's head. Need a different ability – change heads! *IBM Requires: Windows '95, Pen 100, 16mbRAM, 2mbSVGA, 4spCD-ROM.* **IBM - $80**

HEAVY GEAR
Activision

This new mech combat game, based on the Heavy Gear roleplaying game, leaves all others behind! With a stunning, fluid animation system. Highly detail buildings, rocks, rolling 3D terrain that looks like terrain! You can build a heavy gear from scratch with one of 16 customizable chassis, or pilot one of the 16 provided Heavy Gears. Deploy squadmates and call in air and artillery strikes while you pilot your own heavy gear, has stunning cut-scenes and character based missions. Features huge mobile landships. You can kneel, side-step and crouch. Very highly recommended. *IBM Requires: Win'95, Pen 90, 16mbRAM, SVGA, 4spCD-ROM, hard disk.* **$30.00**

Prima's Unauthorised Game Secrets of Heavy Gear **$30.00**

IMPERIUM GALACTICA
GT

A new empire-building space game. You begin as a Lieutenant on a Destroyer, charged with restoring peace to a newly discovered sector. Scale the Imperial ranks and your missions become increasingly challenging. New technologies, new weapons, new responsibilities. Only you can decide how to balance warfare, colony management, research and production. Succeed and your objective expands. Sustain the Old Human Empire through diplomacy or brute force. There are seven alien races, two renegade human empires, endless worlds, endless wars. With 174 structures to build on colonies, control up to 93 planets, real time space battles, and 75 technological breakthroughs to be made. Also has one hour of full motion video clips of the storyline. *IBM Requires: 486/100+, 8mbRAM, SVGA, hard disk, 4 speed CD-ROM.* **IBM - $30.00**

INCUBATION Battle Isle Phase Four
BlueByte

Travel to the colonised planet of Scayra, and enter the dark and terrifying world of Incubation, the latest episode in the Battle Isle Saga. The alien natives have mutated into blood-thirsty monsters, and its up to you and your squad of marines to save the colonists from them. With real-time 3D environment, 35 turn based, tactical missions, 5 distinctive battlefields, 30 different soldiers, 11 different monster types, 24 weapons, 17 equipment, and can be played multi-player. *IBM Requires: Pentium 90, 16mbRAM, hard disk, SVGA, 2spCD-ROM.* **$50.00**

Incubation: Wilderness Missions Lead your marines through jungles, ruins and scrap yard landscapes - 3 all new operation areas. A campaign with 39 new missions. New bad guys to fight. New weapons. Create your own complex, fantastic worlds with a professional Level Editor. **$30.00**

Incubation: Hidden Worlds For years they have lain dormant, hidden from the prying eyes of the human race. But now they are awake and responding to the warcry of their kinfolk. Amongst the hidden depths of the planet Scayra are 10 extra missions. Some missions are damn hard! **IBM - $30.00**

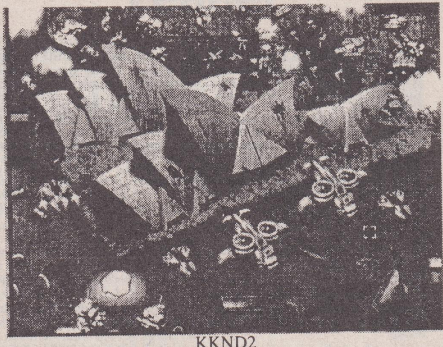
JEDI KNIGHT - Dark Forces II
LucasArts

I'm really excited about this game. *Jedi Knight*, the sequel to *Dark Forces*, the *Doom*-style 3D Star Wars action game. It has all the features you want, including multiplayer capability. Kyle Katarn is a young mercenary sent to infiltrate the Empire. He embarks on a quest into his past and learns the mysterious ways of the Jedi. With this knowledge, he must stop seven dark Jedi from unlocking the powers of a hidden Jedi burial ground. This task forces Katarn to confront his own dark past. He then must decide his own destiny, as the dark side beckons him strongly. If he resists and follows the light side, he has a huge job ahead of him. Each of the seven dark Jedi have their own special characteristics - one fights with two lightsabers. There are a variety of weapons, old and new. The most exciting new weapon is the lightsaber. Basic force powers include enhanced jumping, seeing through walls, healing powers, telekinesis, etc. Looks fantastic. *IBM Requires: 4spCD-ROM, 16mbRAM, hard disk, Pentium 90,, mouse, SVGA.* **IBM - $70.00**

MYSTERIES OF THE SITH Fourteen new levels with 13 total new locations, including wampa-infested swamps, the foreboding fortress of Ka'Pa the Hutt, and the subterranean catacombs of a temple deep within the planet Drommund Kaas. You play a new character, Mara Jade. There are four new weapons, five new force powers including Saber Throw, over 24 new enemies including torture droids, pirate raiders and the rancor! **$40.00**

KKND2 Krossfire
MH

A *Red-Alert* style game. The surface of the earth may be a post-apocalypti hell hole, but the survivors, the evolved (read hideously deformed) and the robots still want it real bad. With superior computer AI, 51 non-linear missions plus a mission editor, hordes of air, land, and amphibious units for each item, wonderful graphics including the Sydney Opera House as you've never seen it before, real strategy in real-time. *IBM Requires: Windows '95, Pen 133, 16mbRAM, 4spCD.* **IBM - $50.00**



KKND2

KLINGON HONOR GUARD
Microprose

Plunge into the Star Trek universe in this fast-paced, high-action, first-person shooter using the *Unreal* 3-D engine. Mayhem reigns as an assassination attempt on Gowron, leader of the Klingon High Council, has left the Empire shocked and screaming for revenge. As a member of the elite Klingon Honor Guard, you must find out who did this and exact revenge. With 20 huge missions in 7 Star Trek settings, including a Bird of Prey, 10 unique weapons, 24 formidable enemies including monsters and other klingons, deathmatch capable, hand-to-hand weapons including Bat-leth. Includes the voice of Captain Kurn. *IBM requires: Win '95, Pentium 166, 32mb RAM, 2mbSVGA, 4spCD-ROM, hard disk.* **IBM - $80.00**

MASTER OF ORION II
MIC

This game has gone straight to being my No. 1 favorite space colonisation and conquest game. No other game even begins to compare. You can start with just one planet with low tech, and then expand your colony while developing tech. Soon you build simple starships and visit the neighboring star systems, sending out colony ships to suitable worlds. There are thirteen different alien races, including insects (my favorite, who produce very efficiently), subterraneans, psilons, humans, etc. When you meet other players you can ally them, conquer them (and you *don't* have to exterminate their populations - at last! You can simply stick your marines on the planet and the aliens serve you.) or you can form trade or tech research agreements. I made an alliance with one computer opponent and he never once backstabbed me, nor me him. There are hundreds of tech levels and fields to develop, eventually letting you build over thirty different structures on your colonies - and this is my favorite part. There are many different types of worlds, volcanic, desert, water, rich, and the graphics are completely stunning and mesmorising. And as you later terraform and soil enhance these worlds, their appearances change. And the music is so relaxing and peaceful, that one of my friends falls asleep playing this game. I find the game relaxing and fulfilling. *IBM Requires: 486/100+, 8megRAM, SVGA, hard disk, CD-ROM, soundcard.* **IBM - $30.00** **MAC - $90.00**

Master of Orion II Official Strategy Guide **$30.00**

MAX2
Interplay

A *red-alertred-alert* style game. We belong to the Concord, an alliance of alien races of which humanity has only recently joined. They provide the technology and the weapons of war. We offer the traits that set us apart from every other race in the concord - aggression and the talent to wage war. But against the insectoid Sheevat, it may not be enough...With over 80 land, sea and air units which can be upgraded to create thousands of variants; you are in complete control of your units; unit personalities & morale change as they experience victories and defeats; a built-in scenario editor, & detail 3D terrain. *IBM Requires: Pen 133, Win'95, 16mbRAM, 2spCD-ROM, hard disk.* **IBM - $50.00**

MECH COMMANDER
Microprose

The first Battletech game of tactical combat. With an engine similar to *Red Alert*, you command many mechs instead of just one. Each mech is animated with over 100,000 individual frames. There are over eighteen mech chassis such as the Raven, Mad Cat, and Atlas. The mechs even leave footprints on softer terrain, so you can determine what sort of enemy mech you are chasing by seeing how deep the footprints are - assault mechs leave deep footprints! You can salvage, repair, and use captured enemy mechs. You command up to 12 mechs. Repair, upgrade and organise your entire unit. Buy new mechs, weapons and pilots with resource points gained by winning missions. 30 great missions. *IBM Requires: Win'95, Pentium 120, 16mbRAM, 4spCD-ROM, SVGA.* **IBM - $80.00**

Prima's Official Strategy Guide to Mech Commander **$30.00**

MECHWARRIOR II
ACT

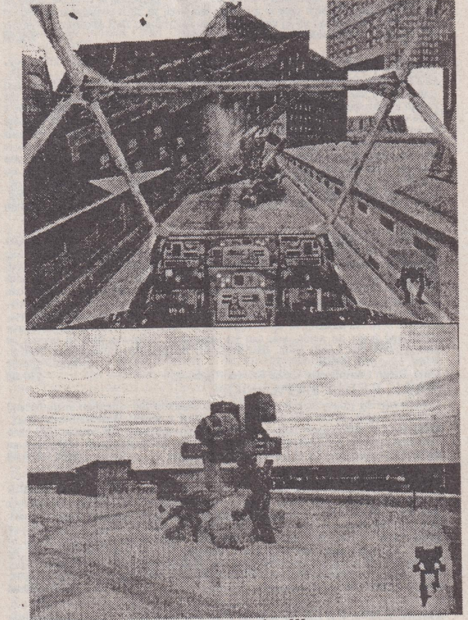
The opening cinnematic sequence of Wolf Clan mechs engaged head to head with Jade Falcon mechs is both breathtaking and has a music score without equal. Game play has the ability to use one of 15 different Clan omni or second line mechs. You can make custom pods with your own weapon choices for any omnimech. You can fight trial of grievances, practise as a cadet, or join full scale campaigns of taking on the opposing Clan. The game is set in 3057 and focuses on the epic war between the Wolf and Jade Falcon Clans. Graphics are truly amazing, and you can fight in many types of landscapes. *IBM Requires: 486/66 minimum, 8mbRAM, CD-ROM, 45mb hard disk space minimum, VESA SVGA, DOS 6.0 OR Windows'95. Includes NetMech.* **IBM - $25.00**

Mechwarrior II Mercenaries You are a mercenary, caught in a brutal war between two rival houses of the Inner Sphere. Honor and glory have yielded to betrayal and greed. Now a combat hardened warrior, your quest leads you to pilot your mech into darker, more desperate realms. You accumulate C-Bills and salvage from each mission, allowing you to build an elite mercenary unit. You can follow set missions to save Terra or play unlimited random missions for all out mercenary combat. With dazzling cinematics, stunning graphics. This is a complete game. *Requires as Mechwarrior II.* **$25.00**

Mechwarrior II: Titanium Trilogy 3-D Accelerated With both the classic and 3-D accelerated versions of *Mechwarrior 2, Mechwarrior 2 Mission Pack*, and *Mechwarrior 2 Mercenaries*. And does the game look different with the 3-D accelerated graphics running! Also features a new graphics engine, continuous non-linear missions for endless hours of gaming, smoking missiles, burning ruins, new weapons, ten very realistic worlds, etc. *IBM Requires: Pentium 100, (133 for 3D accelerator), 16mbRAM, 2spCD-ROM, SVGA, Win95.* **$50.00**

MECHWARRIOR III
Activision

A huge step-up from Mechwarrior II. Includes deformable terrain – the buildings have destructible geometry, artillery shells pockmark the ground, the mechs even leave distinctive footprints. AI is improved. Mechs use their arms to get back to their feet, mechs hide in water to launch ambushes, fight in stunning cities and even in caves, set in 3058, features a mission editor, you can shoot down buildings so that they fall on enemy mechs, features Innersphere and Clan mechs. Looks fantastic. *IBM Requires: Pen 166, 32mbRAM, 8spCD-ROM, 4mbSVGA, hard disk, Windows '95. Due May.* **IBM - $90.00**



Mechwarrior III

Morpheus
Piranha

The ship Herculania's maiden voyage has gone very awry and six passengers remain trapped aboard. Their bodies have been stored in the Neurgraphicon, a pod-like machine that preserves dreams forever. Upon exploring each pod, you experience the passengers' tragic lives through dreams, ghosts and visions and are transported to 6 graphically exquisite worlds, which you can explore in full 360° movement (with much more freedom than in *Riven*.) Immersive storyline with live action video. *IBM Requires: Pentium, 8mbRAM, 4spCD-ROM, SVGA.* **IBM - $80**

NIGHT LONG Union City Conspiracy
Microsoft

The year is 2099, the Governor of Union City has become the target of a series of terrorist attacks. Summoned by him to honor an old debt, you must embark on an epic graphic adventure to infiltrate this subversive organisation and sabotage their operations. Discover five huge and detailed levels. Use your detective skills to explore 80 locations with interactive pick-ups and fully-animated backgrounds. Solve puzzles. 40 hours of gameplay. 60 minutes of plot-driven full motion video sequences. *IBM Requires: Pen 100, 16mbRAM, 4spCD-ROM, Windows '95, SVGA, hard disk.* **IBM - $75.00**

O.D.T.
Psygnosis

A 3rd person 3D adventure with a *Quake*ish appearance. You've crash landed in the Forbidden Zone – it's dark, mysterious and very dangerous. You need to defeat your enemies, fix your craft and escape. Mixes fantasy and sci-fi elements with 16 spells and four advanced weapons, each of which can have 9 power levels. Has 4 compelling characters to choose from, each with individual characteristics & different skills to master. Over 40 unique enemies to battle, each with 'artificial stupidity' including hunger, fear and co-operation. *IBM Requires: Pen 120, Windows '95 16mbRAM, 4spCD-ROM, SVGA.* **IBM - $80.00**

O.D.T. Prima's Offical Strategy Guide **$30.00**

ODDWORLD Abe's Exodus
GTI

Now begins Abe's newest and greatest trial. Abe can possess his own farts and blow stuff up. No other game has it...no other game wants it. More possessions, more sligs, scrabs, glukkons, and use them to do your dirty work. Abe can command dozens of Mudokons at a time, but watch out, their emotions can be happy, depressed, spiteful, manic or suicidal. Has even odder enemies than before. *IBM Requires: Pen 133, 16mbRAM, 4spCD, Windows '95, SVGA.* **IBM - $75.00**

Oddworld Abe's Exodus Official Strategy Guide **$27.00**

PAX IMPERIA Eminent Domain
THQ

The ultimate in intergalactic strategy and combat. Explore and colonize hundreds of inhabitable worlds in one of the largest game universes ever created. Once colonies are established, they can either be left alone or carefully managed. To excel you need to juggle economics, research and develop hundreds of new technologies, build planetary assets, and establish foreign relations. You can use game or personally created alien species. You can design and field massive armadas, to go head to head with other civilizations. *IBM Requires: 486/100, 2spCD-ROM, 16megRAM, SVGA, hard disk..* **$50.00**

Pax Imperia Official Strategy Guide **$30.00**

QUAKE
idSoftware

The next game from the people who brougth us DOOM. And this is a fantastic improvement - and very popular. It's not far in the future, and scientists develop a Slipgate Device. But an alien terrorist instigates a war via Slipgates before our technology is perfected - and his name is Quake. Man plans to strike at Quake and take the war to him - but Quake strikes first. The military headquarters is overrun, and you are the only survivor. But you fight your way to one of Quake's Slipgates - and now you are taking the war to him! Featuring dark, atmospheric, stunning graphics as you claw your way through level after level. And the details on all characters is fantastic, even when the enemy are close, the SVGA still present a detailed, focused image. Weapons include double barrelled shotguns, nailguns, perforators, grenade launchers, rocket launchers, and the Thunderbolt - try it. You'll like it. Use the same technique as watering your rosebush. The aliens throw all manners of ugly things at you to try to stop you. *IBM Requires: Pentium or 486DX100, CD-ROM, SVGA, hard disk, 8megRAM.* **IBM - $30.00**

Quake Official Hint Book **$30.00**

X-MEN Ravages of Apocalypse This is a total conversion of Quake. You must own the full version of Quake to use it. You're a cyborg, created for maximum damage in minimal time. Your target? The X-Men! Well, actually, clones of the X-Men created by Apocalypse and a mysterious ally. Has all new incredible art and graphics, two complete new episodes, eigh new weapons, 24 new X-Men superpowers, 5 new powerups, 4 multiplayer levels, and a level creator. Looks great. **$45.00**

QUAKE II
idSoftware

This is the best *Doom/Quake* game I've ever seen. It leaves all other similar games, including Quake I, for dead! For starters, the game is actually playable. Without using any cheats or even a hint book, I have been able to solve every level - you *don't* have to find secrets in order to progress to the next level. The game contains many missions, with each mission containing from two to ten levels each. So far I've completed around 50 levels/comlexes and the end is still nowhere in sight. Graphics are stunning, game play is totally satisfying. What you do in one level can affect another one. Features superior artificial intelligence. Enemies, which are mostly combat cyborgs, can evade your attack, strategically position themselves for ambushes, and hunt you down. Hear distant explosions, rockets flying past your head. Shortly after landing on an alien planet you learn that hundreds of your men have been reduced to just a few. Now you must fight your way through heavily fortified military installations, lower the city's defenses and shut down the enemy's war machine. Only then will the fate of humanity be known. To play this game you must have your Regional Settings (found in the Control Panel directory) set to English-Australian. *IBM Requires: Win'95, Pentium 90, 16mbRAM, SVGA card, 4spCD-ROM, hard disk.* **$70.00**

Quake II Hint Book Prima's unauthorized guide to Quake II, including cheat codes, all the maps, all the secrets, etc. **$30.00**

Quake II Deathmatch Maker The first authorized Quake II level editor. Has a simple, easy to use interface. Simply drag and drop rooms, textures, objects and aliens directly into your levels. Has ten new template levels to create over, or you can make your own ones from scratch. As you edit you can see in 3D what you are making, etc. **$40.00**

Quake II Mission Pack: Ground Zero Official expansion pack for Quake II. Has new enemies including the Stalker, Daedalus, the Queen Bike Black Widow, 14 new single player levels, 10 new deathmatch levels, new powerups, new weapons including a chainsaw, plasma beam, etc. **$50.00**

RETURN FIRE 2
ripcord

Driven by a brand new 3D engine, this game provides incredibly realistic high quality graphics and support for the latest 3D accelerator boards and force feedback joysticks. Players battle the computer with over 30 scenarios and advanced AI, or jump onto the internet for down in the dirt death-matches linking up to 16 cybersoldiers. Commanding tanks, jeeps, helicopters, PT boats, ASVs and jump jets. A good fun shoot'em-up. *IBM Requires: Pen 133, Windows '95, 4spCD-ROM, 16mbRAM, SVGA, 3D Accelerator card.* **IBM - $80.00**

S.C.A.R.S
Vivid

Half animal, half machine, S.C.A.R.S. is ready to rip the road to shreds. Join in a frenzied 3D arcade speedfest with 2 player screen split racing and tooth and claw combat. Powerful cars, stunning courses with undulating landscapes and staggering special effects. With 9 exhilerating tracks, 9 powerful cars inspired by wild animals, 4 modes of play, powerful 3D graphics engine. Superb driving model and varied racing conditions. *IBM Requires: Windows '95, Pen 166, 3Dgraphics card, 4spCD-ROM, 16mbRAM, hard disk.* **IBM - $70.00**

SCIENCE FICTION Ultimate Collection
SegaSoft

Contains six classic Sci-Fi games. *Star Crusader* flight simulator, *Millennia Altered Destinies*, a game of time travel, *Star Control I* and *II*, where you battle endless evil aliens, *SpaceWard Ho!* galactic expansion and exploration, and *Iron Helix*, a 3D adventure. *IBM Requires: 386, 2spCD-ROM, 4mbRAM.* **$30.00**

SENTINEL RETURNS
Psygnosis

Welcome to the alien world of the Sentinel, where a strategic battle for the essence of life rages, where claustrophobia and vertigo push you to the limits, where your next attack could be your last. With 650 progressive levels of absolute addiction. Absorbing gameplay stretches your strategy and arcade skills to the limit.Atmospheric 3D environments convey that "being there" feeling. Stunning visuals and animations give the game an eerie graphic style all of its own. 1 or 2 players via serial or modem, 4 players via network. *IBM Requires: Windows '95, Pentium 120+, 16mbRAM, 2spCD-ROM, hard disk, SVGA.* **IBM - $80.00**

SHOGO Mobile Armor Division
Monolith

A great looking *Quake II*-style game with a difference, you can play this one on foot or from inside your suit of powered armor, the MCAs, which runs, jumps, ducks, strafes, swims, and transforms into a hovertank. It is just as agile as the human pilot, but can do everything five times better. With four transformable power armor suits to pilot, anime-inspired characters and storyline, true 3D environments, over 30 enemies to fight, the storyline and goal-based mission structure evolves based on your actions, 18 weapons, full Direct3D support. *IBM Requires: Pen 166, 32mbRAM, 4spCD-ROM, Windows '95, 3D 4mbVideo card for machines slower than Pen 233.* **IBM - $85.00**

SIN
Activision

The CEO of SinTEK Industries has released a DNA-altering drug which is converting people into genetically-engineered mutants into her own personal army. You are a prominent private protection agent, and now go head to head with Sin and her army, in this *Quake*-style 3D adventure. Features different puzzles and new routes each time you play, new dangers and intelligent beings in every mission. Weapons include remote control devices, sniper rifle with zoomable scope, experimental weapons; access computer terminals, control security cameras, etc. Looks great! *IBM Requires: Windows '95, Pen 166, 32mbRAM, 4spCD-ROM, 2mbSVGA.* **IBM - $95.00**

STARCRAFT
Blizzard

WarCraft goes to the stars! In *StarCraft*, the only allies are enemies. Uses *Warcraft's* wonderful game engine, also used by games such as *Red Alert*. There are three unique alien species. The Nomadic Terrans, mysterious Protoss, or voracious Zerg. You must devise totally unique strategies to master the specialized units, abilities and technologies of each. Up to 8 player internet support. An unequaled campaign editor. Construct individual missions or entire campaigns with unrivaled options and ease. Revolutionary special effects. Real-time light sourcing, true line of sight and an advanced translucency engine combine for unparalleled visual and tactical realism. Multiple theaters of battle: engage in a deadly mix of space combat, planetary assault and covert base infiltration. Command Ghost Espionage Agents, Protoss High Templars, and Zerg Defilers as you seek to conquer the galaxy. I played one multiplayer game with a friend, and I'm hooked now! I've begun the campaign as Humans, and wave upon wave of insectoid Zerg are currently overrunning human world after world. *IBM Requires: Pentium 90, Win'95, 16mbRAM, 2spCD-ROM, SVGA, Hard Disk.* **IBM - $70.00**

StarCraft Prima's Official Strategy Guide **$30.00**

INSURRECTION Campaigns for Starcraft Brontes IV was a small planet missing from most Confederation nav charts...until the Zerg found it, and now an all out war has errupted between human colonists and the Zerg, and even the Protoss have shown an interest in the world. The Terran colonists also rebel under the leadership of a madman. With 3 full campaigns with 30 missions, and 102 new multiplayer maps. *Requires as above.* **$50.00**

RETRIBUTION Campaigns for Starcraft The Argus Stone, an ancient artifact of immense power has been unearthed on the Terran world of Aridas. The warring Terran, Protoss and Zerg forces have descended upon the planet in a quest to own the weapon. With 30 new single player missions comprising a campaign, 120 new multiplayer maps, new heroes, new voices and sound effects, multiple mission objectives. *Requires are above.* **IBM - $30.00**

STARCRAFT BATTLECHEST Includes Starcraft, Brood War, Starcraft Strategy Guide and Brood War Strategy Guide, and free access to Blizzard's Battle.net gaming service. **IBM - $99.00**

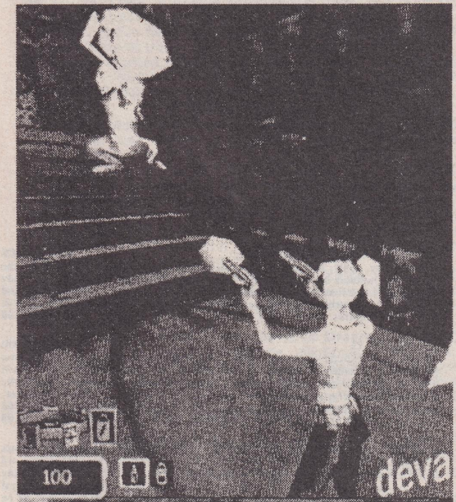
BROOD WAR Expansion Set At last, an official StarCraft Expansion from Blizzard. Has new units, including Medics and Missile Frigates for the Terrans, Zerg underground Lurkers and acid spraying Ultralists, Protos Support Fighters and Dark Templars, etc. Has three new campaigns, one Zerg, one Protoss, one Terran, following the story of Kerrigan, the new Zerg Queen. With new cut-scenes. Also 100 new battlefields, and free access to Blizzard's Battle.net gaming service. *IBM Requires: as per Starcraft.* **IBM - $50.00**

CORSAIR
PROTOSS
SUPPORT
FIGHTER
Air-to-air assault unit equipped with neutron flares and a disruption web generator.

StarCraft Brood War

SPACE BUNNIES MUST DIE! ripcord

This outlandish, action packed *Tomb Raider* style game features the heroine Allison Huxter, a sassy truckstop waitress and bad-ass rodeo-riding queen bent on revenge. Help Allison blast, swing, fly and dance her way through the labyrinthine ribbit warrens filled with bizarre vivisected creatures on her mission to rescue her sister and the world. With every environment unique from the others, eye-popping 360° space cam, strange and effective weaponry, ride a big space bunny, unravel strange alien technology. *IBM Requires: Pen 166, 32mbRAM, 4spCD-ROM, Windows '95, SVGA.* **IBM - $80.00**



Space Bunnies Must Die

STARFLEET ACADEMY Interplay

It's here at last - now you can sit in the captain's chair of the *Enterprise* and engage Klingon D-7 battlecruisers! Now you too can be Kirk or Sulu, commanding the *Enterprise* from the old TV series, the *Enterprise* from the movies, or the *Excelsior*, or the *Reliant*. You go head-to-head with Klingon *Bird of Prey, D-7* and *D-7A*, a new Klingon ship that you have no stats on, the Romulan *Warbird* and *Garuda*, etc! There are a total of 30 different ships in the game. Graphics are breathtaking, and include footage of the original Star Trek actors. Includes a cute 3D cardboard flight controller guide that tells you which keys on your keyboard do which function. Includes introductory missions to teach you the game, plus you can design your own missions. I've taken my copy home! *IBM Requires: Pentium 90+, 16mbRAM, 1mb SVGA, hard disk, CD-ROM.* **IBM - $50.00 MAC - $50.00**

Starfleet Academy: Chekov's Lost Missions Contains a collection of seven new missions designed to specifically challenge your skills, leadership and tactical training. Features 2 new net games, external views, tutoring by Chekov and Sulu. **$30.00**

STARSHIP TITANIC S&S

A new adventure game from Douglas Adams, creator of Hitchhiker's Guide to the Galaxy. An alien race has built the biggest, most beautiful starship ever, the Starship Titanic. Seconds into its maiden voyage it crashes into hyperspace, vanishes...and collides with your humble house. When you go onboard, it sets off, and you find yourself conversing with a ship full of malfunctioning robots and a semi-deranged parrot. Talk to them. Interrogate them. Give them orders. And sometimes they may even obey you. But can you solve a series of bizarre and surreal puzzles, unlock the central mystery and return to earth before the parrot drives you mad? *IBM Requires: Pen 100*, 16mbRAM,4spCD,SVGA. **$90.00**

STAR GENERAL SSI

Panzer General goes to the stars! This game features a modified *Panzer General* ground combat system, except with hover tanks, insectoid walking artillery, etc! And also a strategic space game. There are a multitude of planet types to conquer and colonise, building up an industrial base, then a space station, so that you can manufacture battle fleets with which to conquer your opponents. For up to 7 players via hotseat, or two + computer players via modem or null-modem, or you against up to six computer players. The space map includes nebulas, galactic rifts, black holes, ion storms, asteroids & planets. There are several different alien races to run, most of them quite unique. I went insectoid, with living insect space ships, tanks, infantry units, etc. I built massive battlefleets and went on the warpath - great fun! Though my first attempt to conquer a planet was dismal, but I learnt quickly and soon returned with an army which was half tanks and half mobile artillery - this time I crushed the enemy in about seven cycles! *IBM Requires: 486/66, 16mbRAM, SVGA, CD-ROM, hard disk.* **IBM - $30.00**

Star General Official Strategy Guide Book **$27.00**

STAR TREK CAPTAIN'S CHAIR SS

Using photorealistic QuickTime VR technology, Captain's Chair puts you on the bridge (and behind the panels) of your favorite Star Trek ship, including the spectacularly recreated original series Enterprise NCC-1701, the Enterprise NCC-1701-D, E, the Defiant and Voyager. *IBM: Windows, Pentium 90, 16mbRAM, 2spCD-ROM, SVGA, hard disk.* **IBM - $24.00**

STAR TREK DEEP SPACE 9 Entertainment Utility SS

This limited edition CD-ROM contains screen savers, audio clips, video clips, jigsaw puzzles and wallpaper. Use Image Carousel to create a customized screen saver with full motion video clips. You actually get to assemble the jigsaw puzzles yourself. 75 audio clips. *IBM: Windows, 386/33, 8mbRAM, 2xCD.* **IBM - $33.00**

STAR TREK FEDERATION COMPILATION Interplay

A compilation of three classic games, *Star Trek 25th Anniversary, Star Fleet Academy, Star Trek Judgement Rites. IBM Requires: Pen 90, 16mbRAM, 4spCD-ROM, hard disk, SVGA.* **IBM -**

STAR TREK ENCYCLOPEDIA SS

The interactive reference to the entire Star Trek history thus far, is available on this four CD-ROM set. Has more than 3,000 photos, more than 400 video clips. Covers the events, races, planets and stars, weapons and tools, medical equipment and main and supporting characters from the original Star Trek series, Next Generation, Deep Space Nine, Star Trek Voyager, and first seven films. *IBM Requires: Win'95, Pen 90, 16mbRAM, 2spCD-ROM.* **IBM - $80.00 Mac - $80.00**

STAR TREK: GENERATIONS Microprose

Join forces with Kirk and Picard and the rest of the Next Gen crew to defeat Soran, the obsessed scientist. The story line unfolds through a mix of first-person point of view action levels, challenging ship to ship combat, strategic clues, and cinematic sequences. Contains original video sequences developed exclusively for the game and not viewed in the movie. Has 12 deadly and intense 'away team' action missions using first person perspective. Command the Enterprise in combat against Klingons and Romulans. *IBM Requires: Pentium 75+, 16mbRAM, SVGA, CD-ROM, hard disk, Win'95.* **$30.00**

STAR TREK GIFT SET SS

Contains four Star Trek previously released games/features. The Star Trek Omnipedia with thousands of text, diagrams, photos and video entries; The Star Trek Next Gen Episode Guide with trailers from all 177 original shows; the Star Trek Next Gen Interactive Technical Manual where you can have an official inspection tour of the Enterprise; and Star Trek Klingon Language Lab with 24 minutes of power Klingon, taught by Michael Dorn, of course. *IBM Requires: 486/66, 8mbRAM, 2spCD-ROM, SVGA, hard disk.* **$60.00**

STAR TREK: NEXT GENERATION A Final Unity

With all the crew of the Enterprise, with digitized graphics and voices of the real cast. The crew is all here. You hear Riker report that a ship is speeding through the forbidden Neutral Zone. Data announces it is a Garidian vessel. Troi explains the Garidians may be on friendly terms with the Romulans. Captain Picard orders an intercept, and suddenly, you are there too. With an epic original interactive mystery that takes you from the outposts of the Federation through treacherous shields-up confrontations, and beyond into the uncharted dangers of a massive nebula. You are in command of the Enterprise and its crew! Stunning graphics and sound. *IBM Requires: 486+, CD-ROM, 8bmRAM, SVGA, hard disk.* **$25.00**

STAR TREK OMNIPEDIA S&SI

The comprehensive, voice activated electronic database to the Star Trek universe. Utilizes photoes, video, graphics text and audio to bring to life thousands of indexed entries, cross-referenced from the three TV series and six classic feature films. Includes charts, maps, starship diagrams, 3D realistic renderings, etc. Includes a free Star Trek Omnipedia hat, and a Star Trek Epics Collection on Audio. *IBM Requires: 486 or Pentium, SVGA, Microphone (to use voice activation option), 2spCD-ROM, 8bmRAM.* **$75.00**

STAR TREK STARSHIP CREATOR S&SI

Build your own Federation starship by mixing and matching parts to create your own unique Starfleet vessel. Print it and name it. Then equip your ship with Star Trek technology and systems from living quarters to photon torpedoes. Select a crew from 100 of your favorite Star Trek characters. You can even import your own picture and bio and make yourself captain. As the ultimate test, send your ship out on missions. With good planning and a good crew, your ship will succeed in achieving mission objectives. *IBM Requires: Pen 90, 16mbRAM, 2spCD-ROM, SVGA.* **IBM - $90.00**

STAR WARPED Parroty

A complete send-up of the *Star Wars* trilogy movies. Contains hours of wild entertainment filled with game play, trivia and on-line goodies lampooning the legendary box office trilogy. Features "Whack an Ewok", a fighting game, a time machine that lets you visit baby Yoda, Death Star Destructo, etc. *IBM Requires: Windows, 486/66, 16mbRAM, SVGA, 2spCD-ROM.* **$22.50**

STAR WARS Behind the Magic LucasArts

Includes a sneak preview of the new movie, Star Wars Episode I; guides to the three Star Wars movies, info on all the characters, galactic map and guide, reference material on all the ships and vehicles, timelines, behind the scenes info, glossary, trivia questions, over 2,000 images, 3D walkthrough the Millennium Falcon, etc. *IBM Requires: Pen 133, Windows '95, 16mbRAM, 4spCD-ROM, hard disk, SVGA.* **IBM - $50.00**

STAR WARS Collection LucasArts

This is the LucasArts Archives Vol.II. It includes six CDs containing four games and a special presentation: Dark Forces, Rebel Assault, Rebel Assault II, Tie Fighter, and a special behind the scenes look at the re-done Star Wars Trilogy to be released early '97. *IBM Requires: 486/66, Win'95, CD, 8mbRAM.*
IBM - $80.00 **MAC - $90.00**

STAR WARS Collection II LucasArts

Includes *Tie Fighter, X-Wing, X-Wing Vs Tie Fighter, Jedi Knight, Dark Forces, Yoda Stories, Star Wars Behind the Magic, Jedi Knight Mysteries of the Sith. IBM Requires: as per Jedi Knight.* **IBM - $90.00**

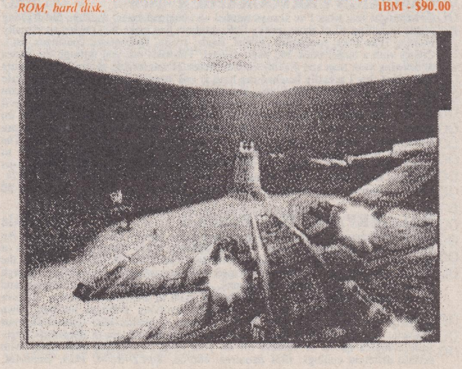
STELLAR COMBAT 25 new missions for X-Wing vs Tie Fighter, 100 new missions for Descent II, 70 new missions for X-Wing, Tie Fighter and Descent I. **On special for - IBM - $4.00**

STAR WARS REBELLION LucasArts

Galactic colonization and conquest on an epic scale, set in the Star Wars universe. Take control of either the Rebel Alliance or the Galactic Empire as you vie for the support of up to 200 worlds. The real-time environment will test your strategic mettle at every turn. Features comprehensive resource management. Strategic aspects of the game let you manage manufacturing which includes dozens of captial ship types such as Star Destroyers and freighters, as well as eight types of fightes, resources, fleet deployment and mission assignments. Also features an innovative 3D battle simulation where you take complete control of entire battlefleets of space ships in dramatic battle sequences, almost a separate game in itself. There are dozens of characters for both the Rebel Alliance and Empire. Can be played two player. *IBM Requires: 4spCD-ROM, SVGA, Pentium 100 (for2 player, Pen 90 for 1 player), hard disk, 16mbRAM.* **IBM - $80.00**

STAR WARS ROGUE SQUADRON 3D LucasArts

After destroying the Deathstar, Luke and Wedge form the Rogue Squadron, a group of 12 of their best starfighter pilots. You play the part of Luke, to engage in intense, fast-paced planetary ground-to-air and air-to-air missions, dogfights, search and destroy, reconnaissance, bombing runs, rescue assignments, etc. A stunning game utilizing the lastest 3D hardware. Fly X-Wings, Y-Wings, A-Wings, V-Wings in 17 missions. Battle Tie Fighters, Bombers, Shuttles, Walkers, etc. *IBM Requires: Windows '95, Pen 166, 32mbRAM, 4mb3Dfx Card, 4spCD-ROM, hard disk.* **IBM - $90.00**



THE HOUSE OF THE DEAD Sega

From the adults-only arcade game, not recommended for people under 15 years age. It is December 1998, strange goings-on at the top secret experimental facilities of DBR Corporation. Research staff are missing, and the worst is feared as sinister rumors surround the former lab director, Dr Curien. Special agents Thomas Rogan and G have been sent on an urgent mission to investigate the mysterious disappearances and determine the nature of Curien's research. But nothing could prepare them for what lies *waiting at the House of the Dead. Optimized for Direct3D. IBM Requires: Win'95, Pen 90, 16mbRAM, hard disk, SVGA, 2spCD-ROM.* **IBM - $70.00**

The Journeyman Project 3: Legacy of Time RedOrb

A stunning adventure in the league of *Myth*. You are Gage Blackwood, TSA Agent 5, charged with guarding the sanctity of history. As you embark on an urgent mission to investigate a time distortion hidden deep in the past, you discover a recorded message from the fugitive Agent 3 that leads you on a race against time. Somewhere in the past, within three mythical cities long since destroyed, lie the clues you need to save the future from destruction. Assume the identity of 18 characters and experience their ancient cultures first-hand using the chameleon jumpsuit. Live action video reveals critical clues and informs you of your progres throughout the journey. Witness the destruction of El Dorado, City of Gold, unearth the beauty of Shangri-La, and dive into the mysteries of Atlantis. Looks great. *IBM Requires: Win'95, Pentium 90, 16mbRAM, 4spCD-ROM, hard disk, SVGA.* **IBM - $105.00**

Legacy of Time Official Hint Book **$30.00**

The War of the Worlds Rage

Classic HG Wells War of the Worlds, with the Martians invading 1898 Earth. In this game, you initiate the conflicts. Forget mission-based strategy. You can play Martian with their huge tripod war machines, or 1898 United Kingdom, with ironclad warships and WWI tanks. You can lose battles and still win. With full 3D texture mapping, smoke, fog, a unique mix of strategy and action, research, develop and maneuver vehicles on land, sea or air. Looks great. *IBM Requires: Pen 166, 32mbRAM, 2mbGraphics card, 16bit sound, 4spCD-ROM, Windows '95.* **IBM - $99.00**

THE X-FILES GAME Fox

An adventure game using live-action film, including David Duchovny and Gillian Anderson. You play the role of Craig Willmore, assisgned to assist Special Agents Mulder and Scully in their latest investigation into paranormal activity. Follow a trail of elusive clues, sift through evidence at crime scenes, use a wide variety of standard issue FBI equipment and tools, conduct interviews with witnesses and suspects, to solve the case. All original footage. The branching multiple plot lines change in response to your actions. *IBM Requires: Pen 120, 16mbRAM, 4spCD-ROM, hard disk, SVGA.* **IBM - $60.00**

Prima's Official Strategy Guide to The X-Files **$30.00**

THE X-FOOLS Parroty

A complete send-up of the X-Files. Join Mully and Scudder, two ultra-paranoid ex-FBI agents, as they expose the real truth in this hilarious CD-ROM, packed with interactive games and paranormal activities. Play "Abduct This!" and beam up cows, aliens, men in black! Play "Run agent run!" Test your knowledge in this X-Foolish trivia game, and much more. *IBM Requires: Windows, 486/66, 16mbRAM, 2xCD.* **IBM - $22.50**

TIE FIGHTER COLLECTOR'S CD-ROM Lucas

Tie Fighter is a superb, easy to play conflict simulator, where you play the part of an Imperial pilot, fighting the Rebel Alliance, Pirates, and even other alien races. Unlike before, you can set your Tie fighter to invincible, and the mission still counts. The training course at the beginning of the game is easy compared to X-Wing, and the joystick gives a smooth, easy ride, without you having to re-calibrate the thing every five seconds like in X-Wing. The mouse also provides easy control. Dogfighting is heaps of fun, and there are new commands, the best one being one keystroke to make your Tie fighter match the speed of your target. You get to fly a host of Imperial craft - Tie Fighters, Tie Bombers, Tie Interceptors, Gunboats, Tie Advanced with shields, and Tie Starfighter. There are secret missions and objectives, great cinematic connecting scenes, improved graphics on all ships, great soundtrack and sound effects. You won't be disappointed. This special version includes all the add-on mission disks. *IBM Requires: 386/33 +, 2mb RAM, CD-ROM, hard disk, VGA, joystick* **IBM - $40.00**

Tie Fighter Hint Book **$40.00**

TOTAL ANNIHILATION Cavedog

A *Red Alert*-style game. What began as a conflict over the transfer of consciousness from flesh to machines has escalated into a war which has decimated a million worlds. You fight 50 single player missions, controlling and fighting 150 different units, over a variety of worlds including snow, open water, lava, high mountains, and metal worlds. Features realistic 3D firing trajectories using true physics for cannons, missiles, rockets and nukes; control the sea with a full complement of advanced naval units; true 3D terrain that can be climbed over, around, and use to advantage; and great explosions! *IBM Requires: Win'95, Pentium 100, 4spCD-ROM, SVGA, 16mbRAM.* **IBM - $50.00**

Total Annihilation: Core Contingency 25 all new missions, 75 power ful new units - so now you can protect your bases by building them underwater and surprising opponents with sea-based amphibious armies; the giant Krogoth Kbot, map & mission editor, etc. **$30.00**

Total Annihilation: Battle Tactics Features 100 smaller, quicker battles to satisfy that nagging Total Annihilation fix. New maps provide fresh opportunity for ambush. Multiple paths to victory. **$30.00**

Total Annihilation: Commander Pack Contains Total Annihilation, Total Annihilation Battle Tactics, Total Annihilation The Core Contingency and Total Annihilation Hint Book. **IBM - $80.00**

Total Annihilation Hint Book Unlock the secrets! **$27.00**

TRESPASSER (on Jurasik Park Island) DreamWorks

A first person 3D adventure. You are alone, washed ashore on InGen's remote research island, Site B, in the aftermath of the Lost World expedition. Before you lies a dense, tropical jungle filled with prehistoric carnivores that are very much alive. Your only chance of survival is to use your wits to battle the relentless wildlife with anything you can get your hands on. Looks great! T-Rexes, Raptors, etc. *IBM Requires: Windows '95, Pen 166, 32mbRAM, 4spCD-ROM.* **IBM - $75.00**

TRIBES (StarSiege) Dynamix

The ultimate in first person squad warfare. Unprecedented internet play. All you need is internet access. Everything else is click & go. Innovative missions include deathmatch, capture the flag, last tribe standing, defend & destroy, towers. Heaps of weapons including targeting lasers to paint certain targets for your squadmates to shoot at. Top down commander's screen lets you set waypoints, etc. Combat is *Quake II-style* 3D views. Pre-set keyboard activated messages, armor jets, different types of armor and battlearmor, you can customize your tribe, great looking landscapes, and heaps of single player missions as well as multiplayer. *IBM Requires: Pen 166 with 3DGA or Pen 200, Win, 32mbRAM.* **IBM - $90.00**

Tribes (Starsiege)

TRIBAL RAGE Talonsoft

The year is 2030 and the World is in shambles, in this post-apocalyptic real-time *Red Alert*-style strategy game unlike any game ever released. Years of war, famine and plague have forced the survivors of Earth into tribes that sweep across the wastelands, fighting one another for what precious resources, safe lands, and bad jokes that remain. Bikers burn & pillage, Cyborgs search and destroy, Enforcers uphold the law, stunningly gorgeous Amazons, evil Death Cultistsand the Trailer Trash all add to the mayhem. You can lead any one of the six tribes in single or multiplayer campaigns or missions, fight across heaps of different battlefields, and an editor that lets you edit warriors, vehicles and scenarios. *IBM Requires: Win'95, Pentium 133, 16mbRAM, 4spCD-ROM.* **IBM - $90.00**

ULTIMATE GAMING PACK Various

Includes an analog joystick, mouse pad, and three complete games, being: *Mechwarrior 2 Mercenaries, Hyper Blade,* and *Time Commando. IBM Requires: Pen 90, Win'95, 16mbRAM, hard disk, SVGA.* **$75.00**

UNREAL
GTI

You've been arrested and sentenced to life imprisonment on a penal colony. But the prison ship has crash landed on an unknown planet...Look around, crystal clear water shimmers, shadows shift, alien architecture fades into the distance. Godless temples beckon, darkness falls. You are an uninvited guest in the fastest, sleekest, and most dangerous 3D world ever created. A 3D Quake II style game. Features the most advanced 3D engine ever created. Spectacular colored lightning and hyper realistic environmental effects in software and hardware. Ruthless artificial intelligence. Unreal enemies are intelligent, cunning masters of their domain - they will track you down anywhere, communicate with each other, call in reinforcements if necessary and relentlessly pursue you. Portals, distinctive skins, etc. Also features the Level Editor with which they made the game. *IBM Requires: Pentium 166, 16mbRAM, 4spCD-ROM, Win'95, SVGA, hard disk.* **IBM - $50.00**

Unreal Official Strategy Guide With CD with additional levels. **IBM - $27.00**

URBAN ASSAULT
Microsoft

In the bowels of a toxic Earth, you are the leader of what remains of the human race. Your task...to repel the hordes of alien invaders and renegade human forces that have descended upon the planet's corpse. Control a fully-loaded army over a wasteland of vehicular genocide, whether building resources or deploying armies from your floating Host Station, or teleporting your shell-shocked mind into the first person cockpit of any vehicle you command. 15 classes of vehicles including tanks, helicopters, jets, jeeps, bombers, satellites, etc. Great, ominous environments, 5 enemy races, 30 enemy vehicles, 40+ non-linear levels. *IBM Requires: Pentium 133, Win'95.* **IBM - $90.00**

V2000
Gremlin

Follow-up to the classic 80's hit *Virus*. Plunges you into a series of surreal worlds where virus spitting giant spiders and exploding nuclear reactors are part of everyday life. Rescue people and set them to work. Take over the alien possessed creatures and turn them against each other. Explore and save 30 massive worlds. Over 50 different aliens. Find numerous secret exits. Can also be played 8 player deathmatches. *IBM Requires: Pen 120, 16mbRAM, 2mbSVGA, 4mbGraphics Accel Card, 2spCD-ROM, SVGA.* **IBM - $90.00**

WARGASM
Infogames

In the future, all wars will be fought this way (yeah, right). All hell has broken loose on the World Wide War Web, the virtual warfare system designed to end conventiona war and bloodshed. Your mission is to fight the world for total control of the web. An easy game to play and learn. Command up to 25 units, you can be a soldier, helicopter pilot or tank commander. *IBM Requires: 3D Accelerator, Pen 166, 32mbRAM, Windows '95, 4spCD-ROM.* **IBM - $95.00**

WARGAMES
EA

Revolutionary 3D graphics with 3DFX chip set support. From New York to the Alpine Slopes, blast your way through real global environments. Real 3D weather effects make spontaneous troop movements and flexible battle plans critical. Exploit environmental advantages, use the terrain to hide and launch surprise attacks. Square off against advanced AI, command futuristic NORAD or WOPR units from tanks, destroyers, bombers, dreadnoughts to laser tanks and mechs. Supports multiplayer. *IBM Requires: Pentium 133, 16mbRAM, 4spCD-ROM, SVGA, hard disk, Win'95.* **Playstation - $90.00** **IBM - $80.00**

Wargames Exclusive Strategy Guide **$30.00**

WARHAMMER 40,000 CHAOS GATE
SSI

Command a squad of up to 20 Ultramarine Space Marines and pursue the evil Chaos horde through the Warhammer 40,000 universe. This is a squad-level, turn based tactical game that pits you against Chaos Lord Zymran, in an attempt to unravel the mystery of an ancient relic. You can immediately play the campaign game with 15 scenarios, or can practice and gain experience for your squad by playing random missions. There are a total of 50 Space Marines to choose from, including Terminators, Assault Troops and Devastators. You can build your own missions with the Mission Editor. Command vehicles such as the Predator, Rhino, Land Speeder and Dreadnought. Marvel at the glorious 3D rendered weapon effects, including missile launchers, plasma guns, heavy flamers, lascannons, vortex grenades, and psyker combat. Supports multiplayer. *IBM requires: Pen 166, 32mbRAM, Win'95, 8spCD-ROM, 2mbSVGA.* **IBM - $50.00**

Wing Commander Kilrathi Saga This game includes Wing Commander I, Wing Commander II and Wing Commander III. The game is modified for Windows'95, no more DOS installation required. The game speed is also changed so that you can play on a Pentium. Thats around 140 missions! *IBM Requires: Pentium 60, 16mbRAM, hard disk, CD-ROM, SVGA, Win'95.* **$50.00**

WING COMMANDER V: PROPHECY
Origin

Continuing the story of *Wing Commander IV*, except instead of playing Christopher Blair, you now play a newbie, rookie fighter pilot 2nd Lt Lance Casey. You serve on board the megacarrier TCS Midway, when a new menace appears from amongst the ashes of the Kilrathi Empire - a new insectoid alien race possessing living fighters and ships. These terrifying aliens have destroyed everything and everyone in their path - can you stop them? You fly against fighters, all manners of capital ships, including three which combine together to make one huge vessel! The game still features cinematics, but these take a backseat to the flight simulator, so the game is more like Wing Commander II and III, rather than IV. There are over 50 missions, and the storyline changes according to how well you do on the missions. Looks brilliant, and still has 5 levels of difficulty. *IBM Requires: Pentium 166, 32mbRAM, hard disk, 4spCD-ROM, 2mbSVGA, Win'95.* **$80.00**

The Official Strategy Guide to Wing Commander Prophecy **$30.00**

Wing Command Prophecy Gold Edition Contains Wing Commander Prophecy plus *Secret Ops* which has multi-stage capital ship strike missions, new weapons, powerful new starships including a Quick-Strike Carrier, and more intense storyline. *Requires as above.* **IBM - $95.00**

X-COM APOCALYPSE
Microprose

The ultimate strategy combat game. A substantial upgrade from the previous two X-Coms. You command the elite X-COM troops as they strive to investigate and repel an alien invasion of Earth. By hiring scientists and engineers, you can research and manufacture new weapons, vehicles and armor. You must discover the source of the alien invasion, penetrate the alien homeworld and destroy their control centre. *IBM Requires: Pentium 75+, 16mbRAM, SVGA, CD-ROM, hard disk.* **$30.00**

X-COM Apocalypse Official Strategy Guide **$30.00**

X-COM INTERCEPTOR
Microprose

The aliens are out to destroy earth and rule the new Frontier. As X-COM commander, it's your sole duty to protect humanity. Battle the aliens from the cockpit of a high-tech interceptor in a full-blown flight simulator, in dynamic missions that directly affect the final outcome of the struggle. Vaporise your foes with more than 20 different weapons; become the aggressor as new technology and better weapons are added to your aresenal and strike right at alien supply bases and outposts; build and manage your bases and personnel; research captured alien weapons and technology. *IBM Requires: Pen 133 3D Graphics acc, or Pen 166 without, Win'95, 16mbRAM, 4spCD-ROM, SVGA 16bit.* **IBM - $50.00**

X-WING COLLECTOR's CD-ROM
LUC

The original X-Wing Star Wars flight simulator combat game, but this special CD-ROM version also includes six brand new missions, improved 3D graphics, sound and voices have been upgraded, and both additional tour of duty campaigns have been added, Imperial Pursuit and B-Wing. However, if this game is anything like its first release, don't bother playing it unless you can get access to a game editor that's commonly available on the Net. Without the editor, some missions you *cannot* get past unless you have an IQ of 200 with the reflexes of a seven year old. *IBM Requires: 386/33, 2mbRAM, CD-ROM, hard disk, VGA* **$40.00**

X-Wing Collector's Hint Book **$40.00**

X-WING COLLECTOR SERIES
LUC

Contains *X-Wing* (with 120 missions), *Tie Fighter* (with 100 missions) and *X-Wing vs Tie Fighter* with 14 missions. *IBM Requires: Win'95, Pen 100, 16mbRAM, 2spCD-ROM, joystick, SVGA, hard disk.* **IBM - $50.00**

X-WING vs. TIE FIGHTER
Lucas

One of the gaming advents of the year. At last you can go head to head against other human players flying X-Wings and Tie Fighters. You can play against the computer or 2 - 8 human players over a null-modem, modem or the internet. Fly over 50 combat missions in 9 meticulously enhanced Star Wars starfighters. Engage in melees, taking on all rivals, to see who is the best pilot.Choose your craft and your weapons. Graphics are absolutely superb, and you don't have to pass some stupid flying academy before you can do the real thing, but there are training flights you can take that talk you through the various keyboard controls and weapons systems. You can play Imperial or Rebel. Capital ships are beautiful but much tougher than there were in the movies. Comes with 2 CDs for multi-play. *IBM Requires: Win'95, 16mbRAM, 2spCD-ROM, SVGA.* **$60.00**

BALANCE OF POWER The one criticism of *X-Wing Vs TIE Fighter* was that there was no campaign, just unrelated scenarios. This expansion CD is an all new story-driven campaign, one for the Imperials and one Rebel. There are 30 missions in which up to 8 players can play co-operatively. Seek out and destroy a Rebel shipyard, ravage a Super Star Destroyer. Looks great! **$40.00**

STELLAR COMBAT 25 new missions for X-Wing vs Tie Fighter, 100 new missions for Descent II, 70 new missions for X-Wing, Tie Fighter and Descent I. **On special for - IBM - $4.00**

Fantasy

AGE OF WONDERS
EMG

Prepare to return to a time when elves, dwarves and orcs inhabited the Earth, a time when mortal humans battled for survival against the mighty armies of darkness. Prepare for an adventure where you will uncover wondrous ancient artifacts, awesome magical power, and the secrets of the shatttered dark elven empire. Allows custom scenarios and single player campaigns. Twelve races with 14 units each. Over 50 heroes, 50 magical items, 100 spells. *IBM Requires: Win'95, Pentium 90, 16mbRAM,SVGA, hard disk. Due March.* **$90.00**

ANCIENT CONQUEST The Golden Fleece
SLS

A real-time strategy adventure game set in the days of Hercules. You must find and bring back the Golden Fleece. With 14 missions in the campaign, 40 custom missions, build a navy of triremes, earn money from natural resources, fight against mythical Greek monsters and other monsters, fight Persians and barbarians, attract ancient heroes to your cause, build temples and develop 12 magic technologies, great naval battles, 3 difficulty levels, scenario editor. *IBM Requires: Windows '95, Pen 133, 16mbRAM, 2spCD, 16-bitSVGA.* **IBM - $90.00**

ANCIENT EVIL
SLS

A fantasy adventure a bit like *Diablo*. The Crypt of the Ancients has caused the demise of anyone who has ever entered it. Except for Alaric. And now Alaric offers 50,000 gold coins to anyone who can enter and survive and return. But something is very wrong. A ghost appears and warns everyone that unless Alaric is stopped, doom will befall the whole world. With 65,000 color high-res graphics. 35 different monsters, 30 spells, characters can read books they find, sleep in beds they find, etc. *IBM Requires: Pen 120, Win '95, 16mbRAM, 4spCD.* **IBM - $50.00**

BATTLESPIRE
Bethesda

From the epic roleplaying world of Daggerfall and Arena, springs forth a sinister tale of mortal conflict and triumph. The celestial citadel known as Battlespire has been ravaged by a black hearted Daedra Lord. If this evil Lord and his minions can so easily brush aside an entire defending garrison, what chance do you have alone? Custom-build your own character, chat with, conspire and then betray your enemies. Battle fiends so cunning they smell your blood, hear your footsteps, track you like prey. Explore exquisitely detailed 3D interiors and exteriors. From ominous dungeons to towering castles. Supports multiplayer play. *IBM Requires: Pentium 133, SVGA, 4spCD-ROM, hard disk, 16mbRAM.* **$75.00**

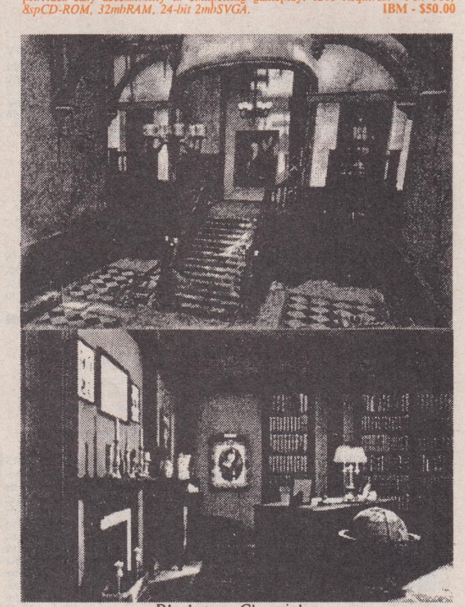
BETRAYAL IN ANTARA
Sierra

Welcome to the Antaran Empire. This Empire was forged generations ago by a king who covertly gathered mages to his side and used them to unite the provinces under his banner. However, over time the Imperial institutions have fallen prey to corruption and decay. In this fantasy role playing game, the player characters become embroiled in a devious plot of manipulation, political agendas, secret societies, racial hatred, magical discoveries, abduction and assassination. No other fantasy roleplaying computer game comes close to Antara's magnificent 3D terrain and advance combat system. Features dozens of different creatures and villains, dozens of characters to interrogate, the unique "flashback" feature to replay discussions at any time; you control a party of four characters, etc. *IBM Requires: 486/100, 16megRAM, 4spCD-ROM, Win'95, SVGA.* **$50.00**

Betrayal in Antara The Official Strategy Guide Hint Book. **$30.00**

BLACKSTONE CHRONICLES
Redorb

It's time to immerse yourself in the chilling world of John Saul's Blackstone Chronicles. This is an adventures in terror where tortured spirits of the past offer you the only hope of saving your missing family and your sanity. Utilizes 24-bit color in stunning settings and backdrops. The intuitive point and click interface provides easy accessibility to compelling gameplay. *IBM Requires: Pen 166, 8spCD-ROM, 32mbRAM, 24-bit 2mbSVGA.* **IBM - $50.00**


Blackstone Chronicles

BROKEN SWORD Shadow of the Templars
Revo

A 3D adventure. A young American, George Stobbart, finds himself on a mysterious and compelling escapade in which he encounters intrigue and sinister collusion. Who are the new breed of savage warriors? Where does their gothic power come from? Who were the Templars? With puzzles to solve, 70 detailed locations to explore, 60 characters to interact with, 50 usable items, and 18 classically animated sequences. *IBM Requires: 486/66, SVGA, 2spCD.* **IBM - $20**

CAMPAIGN CARTOGRAPHER - New
PRO

Cowabunga! Just what I've always wanted - a computer based package for drawing maps, including all of those quirky little symbols that make RPG maps so visually exciting (like trees, mountains, towns, roads, rivers, battlemaps, coastlines, etc). Comes with a large, thick 240 page manual. Tutorials run you through the basics of drawing your map and placing various items. (I was having so much fun placing little ships that I actually laughed out loud at one stage!) First you decide the scale of the map, then draw coastlines. You then fill your land masses with mountain ranges, forests, jungles, deserts, swamps, cities, towns, villages, battle sites, evil temples, etc. Each of these features can also be shown in appropriate color, on screen, or when printed. By using a CAD feature referred to as levels, you can make several maps from one original, each showing different levels of detail. The one with lowest detail, ie, mountains, forests etc, is the first one you give to player characters when they start a new campaign. And being able to print maps from any zoom level is a great bonus too. *IBM Reqs: hard disk, 3.5" FDD, SVGA, mouse, Windows'95, Pentium 90, 16mbRAM.* **$129.00**

DAGGERFALL: Elder Scrolls II
Bethesda

The second chapter in the highly acclaimed Elder Scrolls role playing series. An opportunity to adventure in total freedom within a world where your destiny is of your own making and consequence evolves from your decisions. Features the largest role playing world ever created for the computer. Adventure through thousands of cities, villages, dungeons, graveyards, ruins, castles, shrines and farms. Interact with thousands of characters, both in dialogue and action. Involve yourself in a complex world of constantly evolving political intrigue. Own property and ships, participate in the politics of guilds etc. Customize your character or even create a unique character class. Participate in numerous large-scale complex quests or venture off on your own. A multiple path story, with several different endings. *IBM Requires: 486/66, 2spCD-ROM, VGA, 8mbRAM, hard disk, DOS 6.0 +.* **$80.00**

Daggerfall Unauthorised Strategy Guidebook **$30.00**

DEATHTRAP DUNGEON
Eidos

A 3D animated adventure, where you play either Red Lotus, the alluring assassin, or Chaindog, a savage warrior. Built by a mad baron to bring notoriety to his town, only the brave or foolish would dare to enter Deathtrap Dungeon. Full of riches and secrets, but no-one has ever returned alive. Full of hellish monsters, pits and traps. With 18 massive levels, 55 types of monsters including Amazons, 32 weapons, spells and charms. and endless up-close-and-personal combat. *IBM Requires: Pen 90, Win'95, 16mbRAM, 16bitSVGA, 2spCD-ROM.* **IBM - $90.00**

Prima's Official Strategy Guide to Deathtrap Dungeon Full color. **$30.00**

DIABLO
BLIZ

This is a very popular game. You embark on a quest to destroy the lord of all evil - Diablo. Feel the terror of a world held in the grasp of the lord of all evil. Over 200 different monsters inhabit this ever changing world. Storm Diablo's halls as either warrior, sorcerer, or rogue, each with unique skills and abilities. March through endless lands with flowing lava, burning sulphur, medieval villages, etc. Up to four players can unite to destroy Diablo via Internet, network, or two via head-to-head. The game offers unprecendented replayability, as everytime you play, Diablo creates a unique labyrinth. With spine-chilling SVGA graphics, 3D modelling characters from a semi-top down 3D view, real time lightning effects, etc. *IBM Requires: Pentium 60+, 8megRAM, SVGA, hard disk, CD-ROM, soundcard, Win'95.* **$50.00**

Diablo Official Strategy Guidebook **$30.00**

Hellfire Na-krul, Diablo's strongest ally, has decided to destroy Diablo and rule hell himself, and gathering together a smal army of never seen before monsters, he now poses a threat almost as deadly as Diablo himself. So up against Na-krul you go! With 29 new foes including a lich, undead, skeleton sorcerer, grave digger, hork demon, etc. 30 new items, seven new spells including a lightning wall and warp; a new character class, the monk, and all-new randomly generating levels. **$30.00**

DIE BY THE SWORD
Interplay

Adventure deep into a sinister undermountain stronghold to rescue your true love from a horrific sacrifice, in this 3D adventure. Explore seven distinct environments like ancient temples, haunted burial crypts, and the heart of an active volcano. With unlimited 3D freedom of movement. Battle a vast array of horrific monsters who use tactics and strategy including orcs and kobolds. Can be multiplayer over a modem or serial. Create and store custom moves: invent and save backflip parries, spinning attacks, etc. You can even fight hanging upside down from a swinging rope.*IBM Requires: Pentium 133, 16mbRAM, 4spCD-ROM, SVGA, Win'95, hard disk.* **IBM - $50.00** **MAC - $80.00**

FINAL FANTASY VII
Eidos

You've seen it advertised on TV, and here it is on the PC. An evil and powerful corporation is slowly draining life from the planet in an effort to control the universe. However, a small rebellion, known as Avalanche, has enlisted your help to fight back. Explore a massive and beautifully rendered locations. Team-up with and play a total of nine characters. Battle deadly creatures in this "real-time" turn-based battle system, over 60 minutes of cinematic sequences, seven mini-games and several sub-quests. *IBM Requires: Win'95, Pen 133 with 3D acc, or Pen 166, 32mbRAM, 4spCD-ROM, SVGA, hard disk.* **IBM - $90.00**

GABRIEL KNIGHT MYSTERIES
Sierra

Contains the supernatural mystery games Gabriel Knight I Sins of the Fathers, Gabriel Knight II The Beast Within, and a preview for Gabriel Knight III. *IBM Requires: 486/66, 8mbRAM, 2spCD, SVGA.* **IBM - $80.00**

GET MEDIEVAL
Monolith

A fast, furious and funny dungeon romp. Laugh at the quips, quibbles and quirks of the slightly "off" band of four adventurers that you control. Up to 4 players can play co-operatively on one machine or via Internet or modem. 40 action packed levels of lava puddles, curses, hazards, great special effects, as you prepare to fight and defeat the dastardly dragon Darimil. 20 monsters, 8 bosses, 8 artifact power-ups, random dungeon generator. *IBM Requires: Pen 90, 16mbRAM, Windows '95, hard disk, 2mbSVGA, 4spCD-ROM.* **IBM - $75.00**

GRIM FANDANGO
LucasArts

A 3D graphical adventure. Something's rotten in the Land of the Dead...and you're being played for a sucker. Meet Manny Calavera, travel agent to the Department of Death. He sells luxury packages to souls on their four-year journey to eternal rest. But there's trouble in paradise. This four year journey has over 100 exotic locales to travel through. Aztec-inspired environments, 50 intriguing characters, 7,000 lines of revealing dialogue. Hundreds of puzzles. *IBM Requires: Pen 133, 2mbSVGA, 32mbRAM, Windows '95, 8spCD-ROM.* **IBM - $90.00**

HEART OF DARKNESS
Infogames

A young boy, Andy, is trying to rescue his dog in this graphical adventure, but the Master of Darkness has sent an army of emaciated devils to stop him. Take Andy through 176 locations and 30 minutes of film action, climb, swing, twist, and swim around 8 worlds of stunning environments packed with puzzles and fiendish traps. *IBM Requires: Win'95, Pen, 16mbRAM, 2spCD, SVGA.* **IBM - $90.00**

HERETIC II
Activision

An all new Heretic with the *Quake II*-engine, except from a third-person perspective. Features stunning special effects, environmental realism; wield magical powers, cast spells, unleash animated weapons, climb, gymnastic manoeuvres; underground civilizations to explore, lush sinking cities to discover, single player or deathmatch, great graphics. *IBM Requires: Windows '95, Pen 166 with 3Dfx card or Pen 233 without, 32mbRAM, 4spCD, 2mbSVGA.* **IBM - $90.00**

HEROES OF MIGHT & MAGIC COMPENDIUM Includes Heroes of Might & Magic I and II and The Price of Loyalty expansion.. *M&M II:* Lord Ironfist is dead and the Kingdom is plunged into a vicious civil war by his feuding sons. At stake is the ultimate prize: control of the land and succession to the royal throne. Will you support the villainous usurper and lead the armies of evil, or be loyal to the righteous prince and deliver the people from tyrany. Features an unusually interactive campaign storyline. With 40 campaign scenarios (twenty each for good and evil), tons of new skills, spells and artifacts, 65 heroes, 66 monster types; expanded interactive battlefields with enlarged combat maps. ***The Price of Loyalty Expansion Pack*** Four new campaigns and a slew of critical enhancements. Discover new heroes and artifacts as you explore and conquer 24 new campaign maps and numerous stand alone scenarios. New cinematic scenes, new heroes, events and artifacts. *IBM Requires: 486/66, 8megRAM, CD-ROM, SVGA.* **$80.00**

The Official Strategy Guide to Heroes of Might & Magic II **$30.00**

HEROES OF MIGHT & MAGIC III
NewWorld

Queen Catherine has returned home to Erathia to find her father dead and the land in disarray. As she sets about trying to rebuild her father's empire, she finds a mysterious undead enemy at her doorstep, trying to complete the ruin of the empire. This mysterious figure turns out to be the raised body of her father. Now Catherine needs to destroy the evil armies and lay her father to rest. Six minicampaigns, which are story oriented. Features 50% larger tactical combat map, 16 different hero types, completely redesigned towns & castles, 100 unique units and creatures. *IBM Requires: 16mbRAM, 4spCD-ROM, 16bit SVGA, hard disk, Pen 133. Due Feb.* **$90.00**

HEXEN II
idSoftware

The much awaited sequel is here at last, this time built upon *Quake's* engine. The Four Horsemen of the Apocalypse lurk in the shadows before you. They are the root of all that is evil. They are the least of your worries. The last known serpent rider, Eidolon, lives. As the Necromancer, Assassin, Crusader or Paladin, you must defeat the dark generals and their hell-spawned legions before you can face the Archfiend and attempt to end his ravenous onslaught. With 32 new weapons, as you gain experience you gain more hit points and extra abilities for your character class, fight four stunning worlds, Medieval, Egyptian, Mesoamerican, and Roman. Smash stained glass windows, collapse structural beams, pulverise trees. *IBM Requires: Win'95, Pentium 90, SVGA, 16mbRAM, hard disk.* IBM - $50.00

Prima's Hexen II Unofficial Game Secrets Hint book. $30.00

Hexmaker The first official level editor for Hexen II. Has a total editing environment, using a windows interface. Has ten new levels which can also be used as a basis for making new levels. Supply your new worlds in minutes with objects already created and ready to serve you. Cast your own images with robust creation tools. $40.00

HEXEN II MISSION PACK You can play a demoness armed with new weapons, new spells and powers. Revisit the medieval world of Blackmarsh, and continue the experience in the new Tibetan Hub. Explore 15 ever more challenging levels, including icy terrain, and crawling with demonic new enemies. $40.00

HEXPLORE
ocean

Immerse yourself in a fantasy medieval world. A world where the Grand Master of the Black Magicians has sworn to take possession of the Book of Hexplore. From this moment, the world of this fantasy party-adventure game is in great peril, for this manuscript will lead those who find it to the Garden of Eden, the resting place of the Divine Power. So a group of heroes embark on a mission. Your party will have four characters, which you recruit, over 200 maps to explore, offers 360° camera views without an accelerator card. *IBM Requires: Pentium 100, SVGA, 16mbRAM, 4spCD-ROM, hard disk, Windows '95.* $75.00

KING'S QUEST COLLECTION II
Sierra

With ten games, including - King's Quest 1, King's Quest 2, King's Quest 3, King's Quest 4, King's Quest 5, King's Quest 6, King's Quest 7, The Colonel's Bequest, The Dagger of Amon Ra, and Mixed-Up Mother Goose Deluxe. *IBM Requires: 486/25, SVGA, 8megRAM, 2spCD-ROM.* **$75.00**

KING'S QUEST 8 Mask of Eternity
Sierra

Enter this deep and compelling tale of an eternal champion's struggle to restore the Mask of Eternity and save the kingdom of Daventry. Features a revolutionary 3D action engine which gives you complete freedom of movement. Experience all seven worlds through either a first or third person point of view. Intricate mental challenges require you to use your mind as well as your might. With real-time combat as you heft your broadsword and fire your longbow. Discover mythical creatures who can guide you in your quest, unlock the secrets of the dimension of death, cleanse poisonous waters, and confront evil. *IBM Requires: Pen 166, 32mbRAM, 4spCD-ROM, 16bitSVGA, hard disk, Windows '95.* **IBM - $80.00**

LORDS OF MAGIC SPECIAL ED
Sierra

Includes the full game of *Lords of Magic* plus the *Legends of Urak Quest Pack*, which has a new editor, 8 new buildings, 17 new monsters, 5 new adventures. Sequel to Lords of the Realm II - except its fantasy this time! A world inhabited by Elves, Dwarves, Gnomes, Faeries, Giants,, Dragons, and other creatures. The evil lord Balkoth has discovered an ancient artifact that has given him great power. He has formed a pact with the Barbarians and is rampaging all the lands. Being one of the leaders of the Free Peoples, you have to stop him. A strategy game with real time combat and turn based resource management. You develop and train wizards, warriors, thieves, and many other allies. You can even play *as* Balkoth. With 80 different animated creatures/races from skeletons to dragons, 160 spells, multiple paths to victory, etc. *IBM Requires Pentium 100, Windows '95, 16mbRAM, hard disk, 4spCD-ROM, SVGA.* **$80.00**

Prima's Official Strategy Guide to LORDS OF MAGIC **$30.00**

MAGIC & MAYHEM
Virgin

From the developers of XCOM, this real-time strategy game goes beyond human limits...you are omnipotent, and nature is your ultimate weapon. You have the power to send a plague upon the enemy, to bring the dead back to life, to make volcanoes erupt. Lead your army of mythological beasts. Buildings and forests can burn, creatures can hide in ambush. Conquer 36 realms including celtic, Greek and medieval. But note that they enemy will adapt, so no two campaigns will ever be the same. Great graphics. *IBM Requires: Pen 133, 32mbRAM, 4spCD-ROM, Windows '95, 2mbSVGA.* **IBM - $80.00**

MAGIC THE GATHERING Ltd Ed Pack
Microprose

Contains two games, *Magic the Gathering* and *Spells of the Ancient*, as well as *Manalink*, multiplayer Magic and 85 new cards to use in the game. **$75.00**

MIGHT & MAGIC TRILOGY
NEW

The perfect compilation for novice and expert players alike - three role playing epics in one. Prepare to be awed by the Might and entranced by the Magic. Includes a bonus never seen before adventure, Swords of Xeen. The trilogy includes *M&M III: Isles of Terra, M&M IV: Clouds of Xeen*, and *M&M V: Darkside of Xeen. IBM Requires: CD-ROM.* **$50.00**

Might & Magic Compendium Hint Book **$40.00**

The Ultimate MIGHT & MAGIC ARCHIVES
NEW

Includes Might & Magic I, II, III, IV, V plus Swords of Xeen and World of Xeen. *IBM Requires: 486/33, Windows '95, 8mbRAM, SVGA.* **IBM - $75.00**

MIGHT & MAGIC VI The Mandate of Heaven
NEW

The Ironfist Dynasty is tottering on the brink of ruin. As endless calamities plague the kingdom of Enroth, evil doomsday cultists plan to overthrow child Prince Nicolai an dclaim the throne for their own charismatic leader. From the depths of the deepest dungeons, to the intrigues of the royal court, you will iead a band of adventurers on a dangerous journey of amazing depth and intelligence. Master your destiny in a non-linear storyline where your choices and actions determine the game's outcome. Explore the intricacies of hundreds of subplots, spin-offs, and mini-quests. Real-time or turn-based combat. 16 bit, 65,000 color graphics. *IBM Requires: Pentium 90, Win'95, 16mbRAM, 4spCD, SVGA, hard disk..* **$80.00**

Might & Magic VI Limited Edition This edition includes M&M VI, as described above, plus all five previous Might.& Magic games. **$100.00**

Might & Magic VI Prima's Official Strategy Guide **$30.00**

MONTEZUMA'S RETURN
Take 2

A *Quake*-style 3D adventure. Max Montezuma (read Indiana Jones), a descendent of Montezuma, is a daring adventurer who must discover the secrets of a lost civilisation while stranded on an uncharted tropical island. As the plot unfolds by completing a series of nine immense levels and finding all of the treasure, you can restore the desecrated tomb of Montezuma. Includes the old 1980s game, stunning SVGA graphics, you can look and move in any direction, challenging 3D puzzles, hordes of animated enemies, you use your arms and legs! *IBM Requires: Pen 133, Windows '95, 4mbSVGA, 16mbRAM, 2spCD-ROM.* **IBM - $90.00**

MYST
BRO

Journey in this game to an island world surrealisttically tinged with mystery...where every vibrant rock, scrap of paper, and sound may hold vital clues to your unraveling a chilling tale of intrigue and injustice that defies all boundaries of time and space. Only your wits and imagination will serve to stay the course and unlock the ancient betrayal of ages past. Combine keen observation and logic to unlock the secrets of Myst. Walk through stunning 3D photo-realistic graphics. View incredible video and animation. Experience a first person point of view with no distracting controls or windows. You have to discover everything by yourself. IBM requires: 486, Windows 3.1, 4mb RAM, SVGA, CD-ROM, hard disk. **IBM - $30.00**

Ages of Myst Includes the complete games of *Myst* and *Riven*, plus unique commemorative items including a journal to write notes in, and *The Making of Riven. IBM Requires: as per Riven.* **IBM - $100.00**

RIVEN - The Sequel to Myst
BRO

Enter a deceptively beautiful world torn apart by age-old conflicts...where secrets lie hidden at every turn...and nothing is as it seems. You must search. You must explore. You must must summon every spark of intellect and intuition. Only then will you learn the truth about this troubled land and its inhabitants. You must let Riven become your world, before an entire world is lost. With absolutely stunning SVGA graphics, you can freely explore the vast and complex world, and there are a number of pathways to choose. *IBM Requires: Win '95, Pentium 100, 4spCD-ROM, SVGA, hard disk.* **IBM - $60.00**

Riven - The Official Strategy Guide Trust me, you'll need it! **$27.00**

NIGHTMARE CREATURES
Activision

A 3D graphical adventure. In 1834 on London's blackest eve, Adam Crowley, the evil leader of the Brotherhood of Hecate, rediscovered the key to man's unholiest fears, and opened a door to another chaotic dimension, unleashing hordes of terrible creatures upon the streets of London. You battle these creatures as either the noble monk Ignatius with martial art skills, or as the sword fighting female warrior Nadia. Over 28 moves/actions to use with your weapons, solve puzzles and search for clues. 16 ominous levels modelling after real 19th century London. *IBM Requires: Windows '95, Pen 133, 4spCD-ROM, 16mbRAM.* **IBM - $80.00**

PANDEMONIUM 2
CD

Join Nikki, Fargus and Sid on their adventure to destroy the Evil Goon Queen as she attempts to capture the magical Comet of Infinite Possibilities. Brilliant 3D graphics only available on this 3Dfx accelerated version, explore vast, bizzare levels, wreak havoc as yo hijack a giant mechanical robot for a 3D flying joyride, cliff and rope climbing, etc. *IBM Requires: Win'95, Pen 133, 16mbRAM, 4spCD-ROM, SVGA, 3Dfx graphics card, hard disk.* **IBM - $50.00**

POPULOUS The Beginning
Bullfrog

Experience the only action-strategy game that puts the awesome powers of nature in your hands. Enforce you omnipotent influence over fantastic 3D worlds. Wield your divine power to convert wild men to your cause or cast them down in a hail of fire and brimstone. Behold the breathtaking landscapes from your sea in the heavens or zoom in close for spectacular views of the cataclysm. Build your forces, annihilate the non-believers and become ruler of the universe. With 25 unique, fascinating worlds. Build thriving mystical cities. Unleash 26 spells on your enemies. *IBM Requires: Win'95, Pen 133, 16mbRAM, 4spCD-ROM.* **IBM $90**

PRINCE OF PERSIA COLLECTION
RedOrb

Remember when computer games were more about addictive game play than graphic fluff? Well, these two games presented here, *Prince of Persia I* and *Prince of Persia II*, are two of those games. Over 80 hours of game play in 27 levels, as the Prince tries to save his beloved Princess. You must battle swordsmen, explore labyrinths, get past traps, solve puzzles. Also has the making of Prince of Persia 3D, due out next year. *IBM Requires: Win'95, 486/33, 16mbRAM.* **IBM - $50.00**

P.Y.S.T.
Parroty

The best selling CD-ROM game of all time is *not* this game. It's not the real game, it's not the real publisher - it's a parody! (Of *Myst*, of course!) No one was chosen. Yet everyone came. Journey to P.Y.S.T. island, a place that has become a tourist trap for 4 million PC junkies. Only your attitude and sense of humor will help you discover the secret...that there is no secret. Shhh! Don't tell anyone! This is definitely not your average computer game! *IBM Requires: 486/33, Win 3.1+, 8mbRAM, 2spCD-ROM, SVGA, hard disk, mouse.* **$20.00**

QUEST FOR GLORY Collection
Sierra

Make the journey of a lifetime as a warrior, mage or thief. Each adventure is its own unique quest, finish one and take your character into the next with powers and weapons intact. Includes four complete games, Quest For Glory I, Quest For Glory II, Quest For Glory III, Quest For Glory IV and Quest For Glory V Demo. *IBM Requires: Win, 386/25+, 8mbRAM, 2spCD-ROM, VGA.* **IBM - $80.00**

QUEST FOR GLORY V Dragon Fire
Sierra

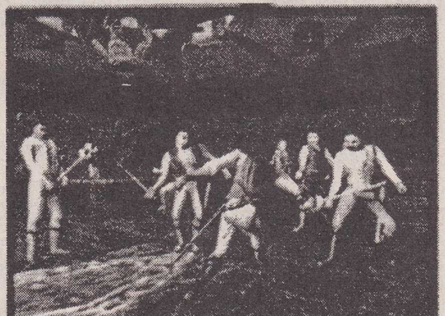
Combines the best elements of roleplaying with real-time action. Set in the amazing 3D realm of Silmaria, Dragon Fire takes you on a journey fraught with peril, mystery and enchantment. The Council of Silmaria has set before you the seven deadly Rites of Rulership. If you succeed, you'll save the kingdom and win the right to rule as king. Play as either a thief, warrior, wizard or paladin. Explore the huge world, where innocent facades hide treacherous deeds. Come face to face with dryads, minotaurs and other creatures. Innocuous looking inns, taverns and homes hide the keys to unlocking the mystery of a murdered king. Explore the sunken depths of Atlantis. Be careful during the night. Unite with other warriors. *IBM Requires: Windows '95, 6spCD, 32mbRAM, SVGA.* **IBM - $80.00**

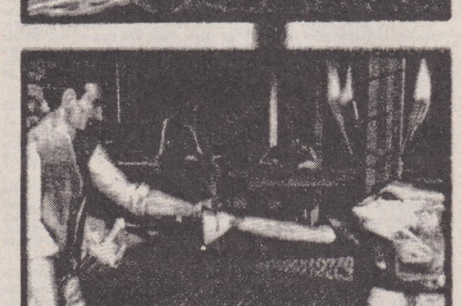
RAGE OF MAGES
Monolith

An excellent fantasy roleplaying adventure in which you strive for mastery of swords and sorcery. Five spheres of magic offer many unique spells and special effects. Outfit your character with a slew of weapons and armor, scrolls and potions, spells and magic items. You are going to need them. You will need plenty of cash in the town of Plagat to hire mercenaries, train your character and outfit your party. Determine the destiny of a magic land marked by a dark secret. Over 50 kinds of deadly enemies and creatures. Over 300 types of weapons and armor. More than 25 branching missions. Strategic combat requires you to approach every battle with foresight and planning. Single player, or multiplayer up to 16. *IBM Requires: Pen 100, 16mbRAM, Windows '95, 4spCD-ROM.* **IBM - $75.00**

REDGUARD Elder Scrolls Adventures
Bethesda

You play Cyrus, a Redguard mercenary who returns to the province of Stros in search of his lost sister. You'll encounter pirates and all sorts of colorful people and creatures. Your adventures have you escaping from death, traps, jumping across chasms, discovering Dwarven ruins, and tons of sword fighting. The advanced camera system allows for real-time 3D cinematic breaks in the gameplay. Featuring a lavish 3D city. *IBM Requires: Pen 166, 32mbRAM, SVGA Vesa 2.0, 16bit sound card, Windows '95, 4spCD-ROM.* **IBM - $80.00**





Redguard

REDJACK: Revenge of the Brethren
Dream

A legendary pirates & buccaneers 3D adventure. The legendary pirate RedJack was ambused and his treasure disappeared. RedJack died vowing revenge. 17 years later a young man searches for this lost bounty in a quest to uncover his own past. He goes to the high seas to unravel the mystery. With pirates, pirate ships, Jamaica crawls with renegade pirates and Voodoo magic, solve challenging puzzles woven into the storyline, 20 interactive characters, six stunning locales, non-stop action. *IBM Requires: Windows '95, Pen 133, 16mbRAM, 4spCD-ROM, SVGA.* **$90.00**

RETURN TO KRONDOR
Sierra

Set in the world created by Raymond E Feist, this fantasy RPG envelopes you in a world of strange creatures, desparate characters and the magic arts. The Tear of the Gods, a holy artifact possessing unimaginable power, is in peril. Your party must race against Bear, an evil madman, and his followers to raise the sunken ship that holds the artifact, and return it to its rightful place in the Temple of the Gods. With over 200 beautifully rendered locations, turn-based combat, 180 3D characters, 60 spells, 30 varieties of locks, traps and puzzles, eleven chapters of intrigue and adventure. *IBM Requires: Windows '95, Pen 166, 24mbRAM, SVGA, 4spCD-ROM, hard disk.* **IBM - $80.00**

RING Legend of the Nibelungen
Cryo

Alberich, the Dwarf Tyrant, Siegmund, half man/wolf Loge, the Arrogant Fire Spirit, the proud Walkyrie Warrior - you play all of these characters in a spectacular adventure game that lets you live out Richard Wagner's *Ring of the Nibelungen*. Brains, brawn and heart; experience for yourself the mental, physical and emotional challenges. With 6 original game universes and 22 characters in 3D, full-screen 360° cinvision immersion graphics, 1 hour of full-screen animation, multiple game paths, etc. *IBM Requires: Windows '95, Pen 133, 16mbRAM, 8spCD-ROM, SVGA.* **IBM - $75.00**

RISING LANDS Conquests & Civilizations
Microids

Rule the new world! Most life on Earth has been annihiliated by the impact of a massive meteorite. Those fortunate enough to survive make clans that strive for supremacy. Build your civilization around agriculture, military, civil service or magic/religion. You can ally with the other clans, manage your economy, your special characters gain experience, military units include Stompers, Balloons, Speedsters, etc. 30 missions, 40 units and buildings for each clan. *IBM Requires: Pentium 90, 16mb RAM, hard disk, SVGA, 4spCD-ROM.* **IBM - $75.00**

RIVAL REALMS
DI

A real-time strategy game set in a world where noble knights, enchanted wizards, fearless mercenaries and cunning thieves roam the battle ravaged wilderness in search of wealth and adventure. For centuries the humans, elves and greenskins have battled each other. Lead one of these three races in an epic war of conquest. With three different campaigns for the three races, totalling 60 levels. Heaps of magic spells, units gain experience, level/campaign editor, mythical beasts include griffins, golems, skeletons. *IBM Requires: Pen 90, 16mbRAM, SVGA, 2spCD-ROM, hard disk.* **IBM - $80.00**

THE ULTIMATE RPG ARCHIVES
Interplay

Twelve award winning computer Roleplaying Games in one box, including Bards Tale I, II, III and Consruction Set; Might and Magic Clouds of Xeen and Might and Magic Darkside of Xeen; Stonekeep; Ultimate Underworld I and II; Dragon Wars; Wasteland; and Wizardry Gold. *IBM Requires: 486/33, 8mbRAM, 2spCD-ROM, SVGA, hard disk.* **$60.00**

THIEF The Dark Project
Eidos

A first-person 3D action adventure game that puts you in the role of a master thief relying on stealth and cunning. Utilizing the new *Dark Engine* the game will transport you into a dark and immersive techno-fantasy world of stealth, intrigue, deception and combat. You will embark on a series of adventures that are woven into a compelling story of seduction, betrayal and revenge. Shadows are your only ally, and confrontation normally results in death. *IBM Requires: 32mbRAM, Pen 166 with 3Dfx or Pen 200 without, 4mbSVGA, Windows '95, CD.* **IBM - $90.00**

TOMB RAIDER Unfinished Business
Eidos

Adventurer Lara Croft has been hired to recover the pieces of an ancient artefact known as the Scion. With her fearless acrobatic-style, she runs, jumps, swims and climbs her way toward the truth of its origins and powers - leaving only a trail of empty tombs and gun-cartridges in her wake. On this trail are the most breath-taking 3D worlds yet seen - where exploration, puzzle and platform elements blend in a seemless real-time environment. With 5,000 frames for Lara, 16 massive levels on four continents, 3D perspective. This special version has four extra levels never seen before. *IBM Requires: Pentium 60+, 8mbRAM, SVGA, hard disk.* **$50.00**

Tomb Raider Game Secrets 108 page book. It's not easy unraveling the riddles of the ancients! You must travel through treacherous terrain, fathom impenetrable puzzles, and battle packs of wolves and other enemies. You need more than fast moves and quick wits. This book is your survival guide! **$27.00**

CAVE MASTER Add Ons for Dungeon Keeper and Tomb Raider **$10.00**

Lara's Book Dear me – the making of Lara Croft? Also original fiction with Lara Croft, thousands of pictures of Lara Croft wearing different clothes, complete strategies for playing the two Lara Croft games, etc. **$30.00**

TOMB RAIDER III
Eidos

In a search to find four mysterious artefacts fashioned from the heart of an ancient meteorite, Lara journeys through 5 challenging adventures from the jungles of India to the icy wastes of Antarctica, across the rooftops of London and into the depths of Nevada's mysterious Area 51. With new graphic enhancements such as rippling water; select the order in which you undertake the adventures and choose the path you take within each level; new vehicles include kayak, quad bike; new weapons include Grenade and Rocket Launchers; and new moves include dash, crawl, and monkey swing. *IBM Requires: Windows '95, 16mbRAM, Pen166, SVGA, 4spCD.* **IBM - $90.00**

Tomb Raider III Prima's Official Strategy Guide **$30.00**

ULTIMA COLLECTION
Origin

A special selection of 10 Ultima games, being Ultima I, II, III, IV, V, VI, VII, VII Part 2, VIII, and Akalabeth. Also a sixteen page Ultima Atlas, and exclusive interviews! *IBM Requires: 486/33, 4mbRAM, 4spCD-ROM.* **$50.00**

Ultimate Collection Hint Book Official Guide to Ultima Collection. **$30.00**

ULTIMA ONLINE Second Age
Origin

Get online and immerse yourself in the adventure of a lifetime in this world with spells and monsters, quests and heroes. A living growing world where thousands of real people discover fantasy and adventure. The world is persistant. Life goes on and events transpire whether you're logged in or not. Offers unprecedented freedom for you to seek out your own destiny. Craft weapons, tame wild animals, build a house, run a shop, quest for treasure, delve into dungeons – true roleplaying where your only limitation is your imagination. You need a connection to the internet to play this game, as it is a live game which you access through a connection to the internet. It cannot be played alone on your computer like other games. *IBM Requires: Pen 166, Windows '95, 383mb hard disk space, 16mbRAM, modem, 2mbSVGA.* **IBM - $80.00**

Ultima Online Hint Book The official Ultima Online hintbook. **$30.00**

ULTIMA ASCENSION
Origin

Only you can restore virtue to Britannia, where the Guardian has conjured eight columns of evil, which rise from the deepest dungeons and drain all the land's magic. All new animated combat and spell systems. Over 50 fantastic creatures to play with that have individual AIs. A walkthrough tutorial. Simple to use inventory system. Stunning 16-bit color 3D graphics. *IBM Requires: Pen 166, 32mbRAM, 8spCD-ROM, 16-bit SVGA, Win'95. Due March.* **IBM - $90.00**

ULTIMATE POWER PACK 3
Various

Contains three games, Dungeon Keeper, KKND and Warhammer Dark Omen. *IBM Requires: Pen 120, 16mbRAM, Windows '95, 4spCD-ROM.* **IBM - $50.00**

WARCRAFT Orcs Vs Humans
Blizzard

The original Warcraft, a fantasy wargame in the style of *Red Alert*. Fight two campaigns, one as humans, one as orcs, in over 20 scenarios. Also has a further 20 scenarios that can be edited. *IBM Requires: 386/20, VGA, CD, 4mbRAM.* **$30.00**

WARCRAFT II Tides of Darkness
Blizzard

Return to the world of WarCraft, where the battle between the evil orcs or noble humans rages on. With powerful new allies, terrifying new creatures and ingenious new weaponry, the struggle for the domination of Azeroth continues. Supports 2-8 players via network, one player against the computer, or two players via modem or null-modem, has a map builder, command new weapons of war including dragons, submarines, air-balloons, elven archers, griffins, battleships, and death knights. There are 28 campaign scenarios, enhanced AI, etc. And the new weapon types look great, human galleys with full sails, strange orc ships, subs, etc. *IBM Requires: SVGA, 486/33+, CD-ROM, 8mbRAM.* **IBM - $50.00** **Playstation $55**

Warcraft II Official Secrets & Solutions Official hint book. **$30.00**

WARCRAFT BATTLE CHEST A massive boxed set that includes Warcraft I, Warcraft II plus Warcraft II Expansion set Set. **$80.00**

The Next 350 Levels Over 350 new authorised battlegrounds. **$30.00**

WARLORDS III DARKLORDS RISING
SSG

A pall of unspeakable evil, merciless slaughter and unbridled destruction has fallen across the realm of Etheria. Will you be able to stop their unholy juggernaut? 4 new campaigns and 15 stand-alone scenarios, plus the previous campaign and scenarios from the previous edition. Also features advanced AI, 9 new multiplayer games, 5 new heroes (making a total of 15), 31 new units (making a total of 95), cast 19 new spells, 9 new abilities, enhanced random map generator, revolutionary simultaneous movement enables you to charge, do battle and retreat, all in real-time. A fully functional map, item and campaign editor. *IBM Requires: Win'95, Pentium 75, 16mbRAM, 4sp CD-ROM, hard disk, SVGA.* **IBM - $90.00**

WARHAMMER Shadow of the Horned Rat
MIN

Warhammer Fantasy Battle Miniatures game is now a computer game. You are the leader of the mercenary army the Grudgebearers, and it is your task to protect the Empire from endless hordes of orcs and skaven. There are more than 40 battles with gorgeous visuals, challenging strategies, in-depth backgrounds; there are lots of troop types to choose from; the battles are linked together by a detailed story; battles are real time with a semi top-down 3D view; & there is a complete campaign. All the troops statistics are straight from the Warhammer Fantasy miniatures game, leaders have their own names and stats; weapons include Short Bow, Long Bow, Wood Elf Bow, Crossbow, Gyrocopter Bomb, Volley Gun, Mortar, Rock Lobber, Cannon, Imperial Cannon, Doom Diver Catapult, Doomwheel, Greatsword, Hammer, Lance, Halberd, etc. Races included are the Empire, Elves, Dwarfs, Skaven, Orcs, Goblins, & Monsters. *IBM Requires: Windows 3.1, 486/66, 8mbRAM, SVGA.* **IBM - $50.00** **PlayStation - $80.00**

WARHAMMER FANTASY - DARK OMEN
SSI

Set in Games Workshop's Warhammer Fantasy universe. In the great forests of the Empire, Morgan Bernhadt leads the mercenary army against the scourge of greenskin raiders. Elsewhere the mighty Dread King stirs. Battles take place in a full screen real-time 3D environment, with complete freedom to move, rotate and zoom. Command regiments of cavalry, infantry, and archers as well as wizards, war machines and colossal monsters. Sophisticated computer AI controls enemy armies or you can play against another human or via serial or modem. *IBM Requires Pentium 90, Win'95, 16mbRAM, hard disk, 4spCD-ROM, SVGA, 1mbVideo card.* **$50.00**

Advanced Dungeons & Dragons

AD&D BALDUR'S GATE
Interplay

Baldur's Gate takes you back to the Forgotten Realms campaign setting using a *Diablo*-style game system. This is a huge game world with a multi-CD set filled with nearly 10,000 scrolling game scenes, all fully rendered in lush 16-bit SVGA graphics. Has a gripping non-linear adventure that spans seven chapters, with dozens of subplots that branch in and out of the main scenario. Your decisions affect subsequent chapters and the entire game world as a whole. The transparent interface can be modified to play in a turn based fashion if you desire. Explore hundreds of intricately rendered buildings and structures. Fight over 60 different types of monsters, view characters in exquisit detail, use over 100 spells, features real-time environmental effects such as rain, snow, lightning, fog, daylight and nightime; create your character from one of six races and 26 different professions, and guide a party of up to 5 characters. *IBM Requires: Pen 166, Win'95, 4spCD-ROM, 16bm RAM, 2mbSVGA.* **$90.00**

AD&D BIRTHRIGHT: The Gorgon's Alliance
SSI

Role playing in the AD&D Birthright. The Gorgon builds his power through bloodtheft - killing the kings of Anuire and consuming their divinely-granted bloodlines. You must command heroes, wizards and mighty armies to stop him. With role playing, battle-strategy and real time combat. Bright, 3D graphics bring the magical land of Anuire to life. 34 interactive characters and multiple variations make for amazing depth of play. You encounter treasures, resources, allies, and foes, including the Spider King, the Gorgorn. Players can choose to play a thoughtful, turn-based game or a fast paced, real-time game. *IBM Requires: 486/66, CD-ROM, Win'95, 8megRAM.* **IBM - $50.00**

AD&D BLOOD & MAGIC
Interplay

Prepare to enter five sweeping tales of enchantment and conquest set in the most popular fantasy world of all time...the Forgotten Realms. With a semi-topdown 3D view, you visit five unique realms, with a total of 30 missions, each with its own unique landscape and exotic magical items to manipulate. Fantastic weapons, treasures, magical potions, violent spells, 30 AD&D Forgotten Realms creatures to fight with and against, a simple point-and -click interface. Armed with ancient artifacts, your troops rally forth to battle goblin hordes, dark wizards, and lords of chaos. *IBM Requires: 486/66, 8mbRAM, CD-ROM.* **IBM - $50.00**

AD&D Blood & Magic Official Strategy Guide **$30.00**

AD&D DESCENT TO UNDERMOUNTAIN
SSI

The stone belly of Undermountain below Waterdeep plays home to horrific monsters, dark magics, and unspeakable evils. Experience these terrors in the first AD&D action RPG to offer multi-character development. In this spell-ridden maze of dungeons and rips in the very fabric of reality lies the ultimate threat...the Flame Sword of the Spider Queen Lloth. With 20 dungeons, 3D polygon monsters, uses the *Descent* game engine with full 360° movement, 7800 frames of animation, includes a Dwarf Temple, Egyptian level, Crypt, etc; reflecting mirrors, stained glass you can sort of see through, etc. *IBM Requires: Pentium 90, 32mbRAM, hard disk, 4spCD-ROM, SVGA.* **$50.00**

Miscellaneous

20 GIANT GAMES
Various

A collection of 20 classic games, being Manic Karts (go-carts), Zone Raiders (futuristic car racing), Lure of the Temptress (3D fantasy adventure), Goal! (soccer game), Conspiracy (KGB adventure), KA-50 (helicopter simulator), Sensible Golf, Pool, Hand of Fate (fantasy adventure), Iron Assault (sci-fi battle simulator), Civilization by Sid Meier, F-15 Strike Eagle, Grand Prix, Flying Fortress, Master of Orion I, Dog Fight, Star Lord, Subwar 2050, Machiavelli the Prince, F-117A. *IBM requires: 486/33, 8mbRAM, 2spCD-ROM, hard disk, SVGA.* **IBM - $50.00**

ADVENTURE 3 Out of This World Games
Wolf

Contains three complete games: *Space Quest 6 Roger Wilco*, where Roger Wilco fights grime and battles evil adversaries; *Lighthouse*, where you pass through a shimmering portal into a world teeming with invention, discovery, and evil. And *Police Quest: Open Season;* where someone is on a killing spree and it's up to you to solve these seemingly random murders. *IBM Requires: Win 3.1+, 486/66, 12mbRAM, 2spCD-ROM, hard disk.* **$50.00**

AFL '99
EA Sports

The big game flies even higher. Spectacular marks, huge kicks, and bone-crunching collisions. Play at the real grounds – the MCG, SCG, Football Park etc. full player roster with over 647 player portraits and statistics, high performance new 3D engine featuring real time lighting, team management and stategy, multiple difficulty modes, over 550 motion captured player moves. This is an official AFL licensed product. *IBM Requires: Windows '95, Pen 166, hard disk, 32mbRAM, 4spCD-ROM, SVGA.* **IBM - $75.00**

ARCADE HITS
Wizard

Six classic arcade games re-done with today's graphics and technology. Includes *Slingshot*, where you annihilate the attackers while avoiding gravity fields; *Vandal*, where you use a bat and ball to destroy walls & houses; *Meteoroids*, try to destroy limitless meteoroids with your space fighter; *Sharp Shooter*, use two AA guns to destroy incoming alien fighters; *Missile Defender*, try to destroy incoming missiles; and *Haunted House*, collect treasures in a house while evading various undead thingies. *IBM Requires: Windows '95, Pen 75, SVGA.* **IBM - $30.00**

BROKEN SWORD II
Virgin

An animated adventure. Intrepid adventurers George and Nico are embroiled in yet another mysterious escapade of brutality, calamity and immortality in this sequel. The discovery of a sinister drugs ring reveals an arcane power of an ancient civilization. Kidnap, stolen treasure, astronomy and deadly drug barons are the least of your worries. *IBM Requires: Win' 95, 16mbRAM, 486/66, CD.* **$80.00**

Brunswick CIRCUIT PRO BOWLING
THQ

The most realistic bowling game ever. Amazingly realistic 3D graphics, 13 Brunswick Pro Staff bowlers including accurate likeness and signature techniques, the most advanced physics engine in any bowling game. Multiple play modes, authentic Brunswick tournaments and equipment. Even build your own bowler and take on the sport's best! *IBM Requires: Windows '95, Pen 133, 16mbRAM, SVGA, 4spCD-ROM.* **IBM - $60.00**

CLUEDO Murder at Blackwell Grange
Hasbro

The classic boardgame now a computer game! Play dectective and solve a dastardly crime in a brand new cluedo mystery. Whodunnit? Where? And with what? See the famous characters come to life through stunning animations. Features classic Cluedo gameplay, chilling sound effects, beautifully rendered 3D characters from the board game, solo and multiplayer modes, playable over LAN, modem or internet. *IBM Requires: Pen 133, Windows '95, 16mbRAM, 4spCD-ROM, 1mbSVGA, hard disk.* **IBM - $60.00**

CRACK IT!
Aztech

Has the cheats and crack codes for over 900 popular games. **$43.00**

EA SPORTS: CRICKET Ashes Tour
EA

This edition updates the '97 Ashes Tour Edition, and includes the Australian and English Ashes teams, new commentary from what's 'is face, enhanced game play and realism, true 3D stadium, instant replays, option to play with and against your own custom created teams, etc. *IBM Requires: Pentium 90, 16mbRAM, CD-ROM, SVGA, hard disk, Win'95.* **$50.00**

CARMAGEDDON II Carpocalypse Now
SCI

Features a multitude of manic drivers, a feast of formidable race circuits. Reckless driving gains points – annihilate everything in your path. Waste trains, planes and slaughtermobiles. Smash, trash, crumple, burn, blast, skid and jump with realism. 30 gruelling new tracks, 10 manic mission levels and 10 stunning new environments, with even more freedom, power-ups and cunning stunt bonuses. *IBM Requires: Windows '95, Pen 166, 16mbRAM, 2mbSVGA, 4spCD.* **IBM - $90**

COMBAT CHESS
empire

Includes a chess engine written to Grand Master standard by a world champion chess programmer, with several levels of play. You can use traditional pieces, or you can use animated pieces, with over 600 animation sequences of when they fight, such as a Black Knight turning White Pawns into Jelly, the Queen headbutts the enemy king. *IBM Requires: Pentium 90, 8mbRAM, 2spCD-ROM.* **$70.00**

FIFA '99
EA Sports

World soccer game, featuring the ability to play as or against 250 club teams from 12 leagues including USA, Spain, France, UK, etc; create a custom 2-24 team Cup or League and put your team to the test; more interactivity, less waiting, precision passing, dribbling, and shooting; new challenges, new graphics. *IBM Requires: Windows '95, Pen 133, 16mbRAM, 4spCD-ROM, SVGA.* **IBM - $75.00**

FLIGHT SIMULATOR '98
Microsoft

The world leader in flight simulation for the PC pushes technology and realism beyond the horrizon. With a global database of scenery and airports, pilot-tested flight models, detailed instrument panels, and a fleet of challenging aircraft including helicopters, planes and jets, this is as real as it gets. 3-D acceleration and MMX technology snap scenery into an electrifying new dimension. *IBM Requires: Win'95, 8mbRAM, 486/66, 2spCD. MMX optional.* **$60.00**

FLIGHT UNLIMITED II
Eidos

Puts you in a virtual aviation world unmatched by any other flight sim. Take off from 48 different airports. Soar over 11,000 square miles of breathtaking San Francisco Bay Area terrain. Your skill and nerve will be put to the test as you come face to face with variable weather conditions, a sky crowded with air traffic, and unique adventures. With photo realistic landscapes, 3D buildings, communicate with ground, tower and approach controllers, five popular aircraft. *IBM Requires: Win'95, 8mbRAM, 486/66, 2spCD. MMX optional.* **$50.00**

FULL THROTTLE
LucasArts

A re-release of the classic. Motorcycles, mayhem, murder - a heavy metal adventure. *IBM Requires: 486/33, 8mbRAM, hard disk, SVGA, CD-ROM.* **$40.00**

GAME ADDICT'S MASSIVE PACK
Various

Ten computer software products: *The 7th Guest, Pyst, PowerHouse, Wetlands, Wages of War, Cannon Fodder 2, Chaos Overlords, Dune II, Space Bucks*, and *Game Guru* (which has heaps of cheats). *IBM Requires: 486/66, 8mbRAM, 2spCD-ROM, SVGA, hard disk.* **IBM - $75.00**

INDUSTRY GIANT
InteractiveMagic

Choose from a huge variety of industries in which to specialize: toyx, sports gear, wood products, jewelry, electronics, cars, etc. Build and manage transportation networks for goods and materials using trucks, trains, ships, planes. Launch your career in any decade from 1960 - 2060, and adapt to the industry conditions of historical, present-day, and futuristic settings. Play through campaigns or scenarios. Even custom build your own scenarios. Master the basics with an easy to use tutorial. Multiple difficulty settings. Beautiful graphics cater to 640x480, 800x600, even 1024x768. *IBM Requires: Pentium 90, Win 95, 16mbRAM, 4spCD-ROM, hard disk, SVGA.* **$70.00**

INTERNATIONAL CRICKET CAPTAIN
empire

The first cricket management game for the PC. Captain the country championship team of your choice. Compete in all First Class and One Day competitions. Play ball-by-ball or over-by-over. Control every element of cricket strategy. Player stats are accurate as at the start of the 1998 season. *IBM Requires: Win'95, 486/66, 2spCD-ROM, 16mbRAM, hard disk, 1mbRAM.* **$75.00**

Interplay's Action Hall of Fame
Various

Include Mechwarrior 2 Mercenaries, Crime Killer, Redneck Rampage, Carmageddon, and Interstate '76 Gold Edition. *IBM Requires: Pen 166, 16mbRAM, 4spCD-ROM.* **IBM - $70.00**

LucasArts Collectors Series Classic Adventures

Includes two classics, Day of the Tentacle, Sam & Max Hit the Road. *IBM Requires: 486/DX2, VGA, 2spCD-ROM, 4mbRAM.* **IBM - $27.00**

MADDEN NFL '99
EA Sports

This is all-Madden Football. Amazing 3D graphics, legendary gameplay, unrivaled depth. Play multiple seasons with free agency & drafts. Win or risk getting fired! Draft, trade, create, sign & release players. Play with or without 3D acceleration, compete against computer or via internet, LAN or modem. Enhanced computer AI, an arcade mode of play with fewer rules and bigger hits, super hi-res, 1,200 polygons per player. *IBM Requires: Pen 166MMX with 3D Accelerator card, or Pen 200MMX without, Windows '95, 16mbRAM. 2mbSVGA* **IBM - $55.00**

MEGA 3 PACK Volume 1
Various

Includes three top selling games: *Carmageddon*, a sick little racing game where you score points for driving down civilians, *Ecstatica II*, a graphic fantasy adventure game in a world of magic, traps and danger; and *X-COM Apocalypse*, a science fiction strategy adventure game where evil aliens are invading the Earth, and you have to stop them. *IBM Requires: Win'95, Pen 75, SVGA, 16mbRAM, 4spCD-ROM, hard disk.* **IBM - $75.00**

MEGAPAK 8
Various

Includes 10 complete games on 11 CD-ROMs. Master of Orion II, Simcity 2000, Screamer 2, Mechwarrior 2, Jack Nicklaus 4, Broken Sword, Jagged Alliance Deadly Games, iM1A2 Abrams, Atari 2600 Action Pack and Return to Zork. *IBM Requires: Pen, SVGA, 16mbRAM, 4spCD-ROM.* **IBM - $99.00**

MEGAPAK 9
Various

Includes 8 complete games on 11 CD-ROMs. Civilization II, Pro Pinball Timeshock, Interstate '76, Destruction Derby 2, Discworld II, iF22, Jack Nicklaus 5, Admiral Sea Battles. *IBM Requires: Pentium 120, SVGA, 16mbRAM, 4spCD-ROM.* **IBM - $99.00**

MONKEY ISLAND MADNESS
LucasArts

In the tradition of true Lucas Arts humor and classic graphics adventures, the Monkey Island series is brought together for the first time to create a truly unique collectors pack. This exciting pack contains The Secret of Monkey Island, Monkey Island II, and a demo of Monkey Island III. *IBM Requires: Win '95, Pentium 90, 16mbRAM, 4spCD-ROM, SVGA.* **$30.00**

MONOPOLY
Hasbro

Watch the famous game come to life with superb 3D animations. With great soundtrack, over 800 high-res animations: watch as tokens skip, race and gallop around the board; play over the internet, pit your wits against the computer. There are up to 5 computer opponents, and you can customize their behaviour and playing style. Suitable for children and adults. Up to six humans can hot-seat on the one computer. *IBM Requires: 486/33+, 8mbRAM, CD-ROM, Windows '95.* **Playstation - $95.00** **IBM - $70.00**

MONTY PYTHON'S The Meaning of Life
T2

Based on the film, but really something completely similar yet entirely different. Experience the heart-warming miracle of birth, the joy of growing up, and the giddy thrill of getting old and dying. Unravel the mysteries of human existence. The game insults absolutely everyone in absolutely every way. It is guaranteed to offend. Totally weird and wacky. *IBM requires: Pentium 90, 16mbRAM, SVGA, 4spCD-ROM, Windows '95, hard disk.* **IBM - $90.00**

MOTORACER 2
EA Sports

The scorching motorcycle racing game is back and totally customizable. Feel the adrenaline rush of high speed racing with a superbike or high-flying motocross bike. With night racing and weather effects, race in the desert, the jungle or on icy mountain roads, design your own tracks and give them to your friends, 32 tracks included, 4 players via split screen. 8 players via network. *IBM Requires: Windows '95, Pen 166, 2mbSVGA, 4spCD-ROM, 32mbRAM.* **IBM - $50.00**

NBA LIVE '99
EA Sports

NBA Live comes to life. Fresh new moves including jab steps, fake passes, high-flying new dunks; real NBA stats, real NBA players, real NBA moves. Players evolve over time. Unreal 3D graphics with real-time lighting and hundreds of animations. Better AI with smarter, more realistic player reactions, facial animations and player chatter, etc. *IBM Requires: Pen 166, Windows '95, 32mbRAM, 4spCD-ROM, SVGA.* **IBM - $75.00**

NEED FOR SPEED III Hot Pursuit
EA

Race on both sides of the law with Hot Pursuit mode. Use radar, dispatchers, and road blocks. Point-and-click hook up via LAN, modem or serial cable. Start with 15 of the world's most spirited supercars, including Ford GT Falcon, Jaguar XK8, Mercedes SL6000, Ferrarris and Lamborghinis, etc. With stunning special effects, great driver's seat detail, night racing, slickroads, two players on one machine. *IBM Requires: Pen 133 + 3D Accel, or Pen 166, 16mbRAM, spCD.* **IBM - $60.00**

NHL '99
EA

The most realistic hockey game ever made. With bigger bodychecks, harder shots, new shooting meter, improved AI gives smarter goalies and players, new beginner level, awesome 3D graphics and sound, updated 1998-99 NHL stats, rosters, multiple seasons, international play, head-to-head modem & LAN competition, etc. *Requires: Win'95, Pentium 166, 4spCD-ROM, 16mbRAM, hard disk.* **$50.00**

POLICE QUEST SWAT 2
Sierra

Keep the peace. Build the ultimate SWAT team or the deadliest terrorist organization. Choose from 100 SWAT officers or 100 terrorists. Undergo actual SWAT tactics and markmanship training, then strap on the Kevlar for real. Adversaries pursue their criminal agenda while reacting to your every move. With 15 SWAT and 15 terrorist missions, (even create your own), K-9 units, explosive experts, snipers, helicopters, armored vehicles, heaps of weapons, supports multiplayer. *IBM Requires: Pentium 133, 16mbRAM, 4spCD-ROM, SVGA, hard disk, Win'95.* **$90.00**

Prima's Official Strategy Guide to Police Quest SWAT 2 **$30.00**

POWER CHESS '98
Sierra

Meet your perfect opponent - the Power Chess King always plays just a bit better than you - just enough to make you stretch. He remembers what you play against him and as you improve, so does he. He is also the most human opponent you'll find in a box. When he gets ahead, he goes for the kill. When he's losing, he practically squirms. He takes chances on offense and defense. The Queen of Chess also gives you running commentary on how to play or improve. Contains dozens of built-in opponents. *IBM Requires: Pentium, 2spCD-ROM, SVGA, Win'95, hard disk, 12mbRAM.* **$50.00**

PRO BOARDER
XGames

Professional snow-boarding. Wow. Features the world's best riders, nine intense levels including Halfpipe and Big Air. Over 2,112 trick combos, full freedom 3D lets you ride the whole mountain, great soundtrack. *IBM Requires: Pen 166, Windows '95, 32mbRAM, 8spCD-ROM, 2mbSVGA.* **IBM - $50.00**

RAILROAD TYCOON Deluxe
Microprose

Another reprinted classic. The game of railroad building in the 1800s, by Sid Meier. Build your own railroad in six world regions, four parts of America, Europe and Africa. Control 32 types of trains, each with its own speed and characteristics. *IBM Requires: 486+, CD-ROM, 4megRAM.* **$30.00**

RAILROAD TYCOON II
Microprose

Completely re-done with stunning 3D graphics. From the year 1804 to 2000. This is a real railroad game, not just a strategy game that happens to involve railroads. Everything is authentic, from the period video and pictures interlaced within the game to the design and interface. AI opponents are based on real people, and all the maps are real, based on satellite photos. The 18 scenario campaign lets you re-create history's greatest railroading feats and failures. Sandbox mode for noncompetitive play. Sophisticated stock market with margin buying, short selling and hostile takeovers. Integrated map editor lets you build your own worlds. 34 different cargos and 59 engines from around the world. *IBM Requires: 1024x768 16bit SVGA, Pen 133, 16mbRAM, 4spCD-ROM.* **IBM - $99.00**

RIDING STAR
Metro

Owning a virtual horse.Together, you and your horse Star can become world champions in this action packed horse adventure. Muck out Star's stable, gather your equipment from the tack room. Groom him until he shines in the sunlight. Carefully guide Star through the Dressage. Drive him through the cross country. Guide Start around the show jumping course. *IBM Requires: Pen 100, 16mbRAM, Windows '95, 2mbSVGA, 2spCD-ROM.* **IBM - $60.00**

SIMCITY 2000 CD Collection
MAX

This set includes SIMCITY 2000, the Urban Renewal Kit, Scenarios Vol 1, and Bonus Cities and Scenarios. Requires: IBM 386 or better, 4 meg RAM, hard disk, VGA, CD-ROM. **IBM - $50.00**

STAR WARS MONOPOLY
Hasbro

The classic Monopoly game but set in the Star Wars universe. You can play any of the major characters, who move about the board in full motion, all new dialogue, over 150 film clips, great new 3D board and graphics, and up to six human players can play. *IBM Requires: Pentium 90, Win'95, 16mbRAM, 4spCD-ROM.* **$80.00**

THE BEST OF MICROPROSE STRATEGY
Micro

Contains Civilization II, Apocalypse X-COM, and Magic the Gathering. *IBM Requires: Win'95, 16mbRAM, 4spCD-ROM, SVGA, 486/100.* **IBM - $75.00**

TRANSPORT TYCOON
MicroProse

Construct complex road-rail-air-sea networks to shift cargo, goods and passengers through the most lucrative routes on massive SVGA 3D isometric world maps. Build stations, docks and airports and make money by connecting areas requiring transport services. Also the world editor that lets you build new worlds from scratch, including an alternative Martian landscape! *IBM Requires 386+, SVGA, 2spCD-ROM, 4mbRAM, hard disk.* **$20.00**

THE CD-ROM GAME OF LIFE
Hasbro

The classic family board game comes to the PC! The aim of the game is of course, to make more money than you ever dreamed possible. To achieve this you must travel the road of life making crucial decisions to outwit and out-wealth your competitors. Choose college or career, get married, start a family, buy a house, etc. With hundreds of dynamic animations. *IBM Requires: Windows '95, Pen 90, 16mbRAM, 4spCD-ROM, SVGA.* **IBM - $60.00**

THE CURSE OF MONKEY ISLAND
Lucas

Third in the legendary Monkey Island series of graphic adventures. With film quality animation, voice, sound and music - the undead come to life before your very eyes. Incredible high-res 640x480 graphics, 30 plus hours of gameplay. *IBM Requires: Pentium 90, Win'95, 16mbRAM, 4spCD-ROM, SVGA.* **$80.00**

THE LUCAS ARTS ARCHIVES Vol I
LUC

Four complete games and a screen saver. *Indiana Jones and the Fate of Atlantis*, where India needs to stop the Nazis getting their hands on the thing that sank Atlantis. *Sam & Max Hit the Road*, twisted comic humor, *Star Wars Rebel Assault*, described in the SF section, *Day of the Tentacle*, a brilliant comic spoof, and a Star Wars screen saver. *IBM Requires: 386/33, CD-ROM, 4mbRAM, VGA.* **IBM - $60.00**

THE LUCAS ARTS ARCHIVES Vol III
LUC

Six complete games: *Star Wars Dark Forces I, Monkey Island Madness I* and *II, The Dig, Full Throttle, Afterlife*, and a CD of demos. *IBM Requires: 486/66, CD-ROM, 8mbRAM, SVGA.* **IBM - $80.00**

TIGER WOODS '99 PGA TOUR GOLF
EA Sports

Golf, Tiger Woods style. Be him or beat him. 18 holes in under 30 minutes - unparalleled real-time 3D acceleration keeps you playing, not waiting. Features eye-popping 3D golf, full-screen full-motion 3D ball cam and rich 3D graphics. Create a custom player profile that reflects your real abilities and play a round on a world class course. An analog swing based on rhythm and timing. Tiger gives you exclusive tips to improve your game in the game and for real. *IBM Requires: Win'95, Pentium 133, 32mbRAM, hard disk, 4spCD-ROM, SVGA/* **IBM - $60.00**

TWISTED METAL
SISA

Insane 3D car combat. The most twisted driving and shooting game ever created just packed its bags and hit the road – Paris, New York, Hong Kong, Antartica, the ruins of LA, and beyond. With 8 huge levels in all, hidden areas, world landmarks to destroy, lethal weapons and killer combo-attacks. Launch rolling time bombs, freeze attacks, napalm bursts, 12 deviant, weird and wacky cars. Optimized for Microsoft's Direct 3D and MMX Processors. *IBM Requires: Windows '95, 16mbRAM, Pen 90, 2spCD, SVGA, 3Dfx Card.* **IBM - $50.00**

ULTIMATE SIM PACK
Maxis

Contains Sim City 2000, Sim Earth and Sim Farm. Wow. *IBM Requires: 486, SVGA, 8bmRAM, 2spCD-ROM.* **IBM - $75.00**

VR BASEBALL 2000
GM

Next generation baseball. Player models created from over 100,000 polygons. See muscles flex and jerseys stretch. The AI is the closest you'll get to real baseball. All 30MLB teams and stadiums. 750 MLBPA players including full schedules and rosters. Crowd heckling. Track over 7,500 statistics for a season. Download new stats. Simulates seasons. *IBM Requires: Pen 200 with 3D accelerator, Windows '95, 32mbRAM, 4spCD-ROM, SVGA.* **IBM - $80.00**

WORLD CUP '98
EA Sports

The offical game of soccer. Features all 32 World Cup France '98 teams, all the players and all the magic. Take your country to the Final and try to win it all. Set up team strategies and execute them at the press of a button. Run tactical plays to set up good shots at goal. Choose from Wing Bkac Run, Attacking Press, Offside Trap and more. Also has eight World Cup Classics to play, including the 1970 Brazil vs Italy. Advanced graphics bring your favorite team to life. *IBM Requires: Win 95, Pen 100, 16mbRAM, 4spCD-ROM, SVGA.* **IBM - $80.00**

THE FULL WORMAGE - Collection
Microprose

Includes *Worms and Reinforcements*, *Worms 2*, and *Worms Pinball*. **IBM - $75.00**

Faulty Programs

If you have received a faulty disk or CD for any reason - do not send it back to us! First, please ring us and we will tell you what must be done. In some cases we will give you the address of the company who distributes the game in Australia; and in other cases (especially with CDs) we will ask you to send the entire game back to us, and we will return it to the Australian distributor on you behalf. When they send us the replacement, we'll get it straight back to you.

Military Simulations

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Magazine Subscriptions

CITADEL JOURNAL
Another quality production by Games Workshop, a half A4 sized magazine with heaps of articles on all of their games, including House Rules, scenarios, news, reviews, special characters, etc.

$15.00 for 1 issues ☐
$43.00 for 3 issues ☐
$80.00 for 6 issues ☐

COMMAND MAGAZINE
A top quality wargames magazine that contains a complete game in each issue as well as a full commentary of the topic of the game, plus numerous other articles regarding military history, from ancient to modern day. *Please note, however, that the game included is quite often a "bumper double-issue game", which when we send to you, counts as two copies of the magazine.* "Normal" issues normally contain one full color mapsheet and around 240 counters. The *"bumper"* issues have up to 2 maps and up to 1,000 counters.

$50.00 for 2 issues ☐
$135.00 for 6 issues ☐
$240.00 for 12 issues ☐

CRITICAL HIT MAGAZINE
Critical Hit is a company in the USA that produces a superb ASL magazine called *Critical Hit,* released twice a year. This magazine contains ASL scenarios plus heaps of articles covering all aspects of ASL.

$50.00 for 2 issues ☐
$90.00 for 4 issues ☐

DORK TOWER MAGAZINE/COMIC STRIP
Wecome to Dork Tower. Follow Matt, Igor, Ken and Carson the Muskrat as these geeks play roleplaying games together, and then try to fit into the real world. We have issues 1 and 2 in stock now. $5.00 each.

$30.00 for 6 issues ☐
$54.00 for 12 issues ☐

DRAGON MAGAZINE
TSR's popular monthly magazine. The emphasis is on AD&D with a veritable treasure chest of articles, adventures for Forgotten Realms, Dark Sun, Dragonlance, Planescape, etc. Every issue includes such things as new spells, magic items, strange monsters, variant NPC classes, short stories, comics, game reviews on products from other companies too, and a broad selection of essays on gaming techniques & campaigns. Publication regularity is excellent.

$27.00 for 3 issue ☐
$51.00 for 6 issues ☐
$97.00 for 12 issues ☐

DUNGEON
TSR's bi-monthly publication specifically dedicated to AD&D adventures - with enough danger `n' loot to satiate the wander-lust of any party. The player's quest for riches, fame & challenges is fulfilled with at lease four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventurs are campaign-specific, set in either the Dark Sun, Forgotten Realms, Ravenloft, or other such realms. Publication regularity is excellent.

$27.00 for 3 issues ☐
$48.00 for 6 issues ☐
$86.00 for 12 issues ☐

FUTURE WARS
At last we've found another magazine *totally* devoted to BattleTech. Future Wars is a 56 page magazine containing up to 28 mech designs for the Innersphere and Clans, each design with a record sheet and background notes. It also has strategies and tactics, and other articles. The magazine is already up to issue 38 so it is not following the pathetic track record of *BattleTechnology,* which released about one issue a year towards the end.

$43.00 for 6 issues ☐
$77.00 for 12 issues ☐

GENERAL MAGAZINE
With Avalon Hill having sold its games division to Hasbro, they are no longer producing any more material. They also ceased selling wargames products on October 15th '98. This means we will not see any more General magazines.

INFERNO MAGAZINE
At long last, Games Workshop are releasing a new magazine that contains only fiction, covering their various universes. There are stories and comic strips, 3D city scapes, campaign maps, all from their Warhammer Fantasy, Warhammer 40,000, Necromunda, etc, worlds. We have in stock issues 2, 3, 5.

$10.00 for 1 issues ☐
$57.00 for 6 issues ☐
$108.00 for 12 issues ☐

INQUISITOR MAGAZINE
Inquisitor Magazine is made by Armorcast in the USA, and is a dedicted to Warhammer 40,000. It includes scenarios, articles, one issue had two complete Squat Army lists, (issue # 15 - still available), and also has data sheets for all manners or 40K titans and vehicles, including modified tanks!

$22.00 for 3 issues ☐
$40.00 for 6 issues ☐

KNIGHTS OF THE DINNER TABLE
The comic strip of a GM and his four players. You can also pre-order later issues, or make a subscription to the magazine, if you like. $39.00 for 6 issues.

$18.00 for 6 issues ☐
$35.00 for 6 issues ☐

SCRYE: Collectable Trading Card Game Guide
A high quality 68 page magazine by ILM International, that specifically covers Collectable Trading Card Games. It includes complete rules for new games set to be released, such as X-Files, reviews of new releases, notes from designers, hints on building decks, strategies to use, and best of all, complete listings including price guide for all of the major Trading Card Games, for example, Vampire ES, Middle Earth the Wizards and Dragons, all the Magic the Gathering releases, Net Runner, Star Trek, Star Wars, etc!

$24.00 for 3 issues ☐
$43.00 for 6 issues ☐
$77.00 for 12 issues ☐

STRATEGY & TACTICS
A popular and long standing magazine that contains a complete game in each issue, with around 200 counters and one full color mapsheet. Each magazine includes a wealth of historical articles about military history, as well as a indepth article about the game's historical background. The rules however, normally tend to be complex. Games stretch from ancient to medieval to WW2 to modern, some being tactical simulations while others are great strategical simulations including several empires.

$33.00 for 1 issue ☐
$94.00 for 3 issues ☐
$178.00 for 6 issues ☐
$316.00 for 12 issues ☐

THE DUELIST
By Wizards of the Coast, this is a brand new full color quarterly magazine that supports Magic the Gathering and the future Deckmaster products in the collectable trading card game genre. Every issue features the latest trading card products, articles on game variants, previews of up and coming Deckmaster products, interviews with artists and designers, news from the tournament circuit, and tips on play.

$27.00 for 3 issues ☐
$51.00 for 6 issues ☐
$97.00 for 12 issues ☐

UNSPEAKABLE OATH MAGAZINE
By Pagan Publishing, this is a dedicated Call of Cthulhu magazine. They normally release bumper double issues these days.

$19.00 for 1 issues ☐
$54.00 for 3 issues ☐
$100.00 for 6 issues ☐

WARHAMMER MONTHY
Games Workshop are now producing a comic that features stories from Warhammer 40,000, Epic Warhammer 40,000, Warhammer Fantasy, etc. Issue # 4, for example, starts a new strip about a Sister of Battle, continues the story of a Titan battling a world of orks, continues the story of a ship of Brothermarines, who stumble across a ship graveyard in space.

$5.00 for 1 issues ☐
$27.00 for 6 issues ☐
$50.00 for 12 issues ☐

WHITE DWARF
White Dwarf magazine has entered an entirely new format. Its now a 100 pages containing news, rules, and battle reports for all the latest releases from Games Workshop and Citadel, with tactics articles, painting and modelling articles, interviews, army features, plus every issue will now contain two sheets of card gaming "hardware" that you can cut out and use in your games. Wargear cards, data faxes etc are now available in top quanlity glossy cardboard! Note that Military Simulations often puts Games Workshop/Citadel discount vouchers with this magazine, redeemable only at Military Simulations.

$8.00 for 1 issue ☐
$24.00 for 3 issues ☐
$40.00 for 6 issues ☐
$80.00 for 12 issues ☐

New Product Subscriptions

NEW AD&D ITEMS
Military Simulations is now offering AD&D *new products* on subscriptions, which we will send to you as soon as they are released. If you wish to subscribe to new products, you must have a credit card. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free. (This offer does not include novels. See below for Novel Subscriptions).

Below are charged to your credit card
AD&D Core Rules - 6 items ☐ 10% disc
AD&D Core Rules - 12 items ☐ 10% disc
Planescape - 3 items ☐ 10% disc
Planescape - 6 items ☐ 10% disc
Forgotten Realms - 6 items ☐ 10% disc
Forgotten Realms - 12 items ☐ 10% disc
Ravenloft - 3 items ☐ 10% disc
Ravenloft - 6 items ☐ 10% disc

NEW AD&D NOVELS
Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each *new* AD&D novel from the category you choose. We will only send you softcover novels, not hardbacks.

$54.00 for 6 Forgotten Realms novels ☐
$91.00 for 12 Forgotten Realms novels ☐
$28.00 for 3 Dragonlance novels ☐
$54.00 for 6 Dragonlance novels ☐

ALTERNITY NOVELS
Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each *new* Alternity novel that TSR releases. They normally release around 3 - 6 new novels a year. I read the first Alternity novel, with over 370 pages, in three days. It was a great read. I recommend it.

$30.00 for 3 novels ☐
$54.00 for 6 novels ☐

NEW ALTERNITY
Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* Alternity products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items ☐ 10% disc
Credit Card for 6 items ☐ 10% disc

NEW BATTLETECH ITEMS
Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* BattleTech & Mechwarrior products (*not novels)* as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 6 items ☐ 10% disc
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BATTLETECH NOVELS
Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each *new* BattleTech novel that FASA releases. They normally release around 4 - 6 new novels a year.

$30.00 for 3 novels ☐
$54.00 for 6 novels ☐

NEW HEAVY GEAR ITEMS
Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* Heavy Gear products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items ☐ 10% disc
Credit Card for 6 items ☐ 10% disc

NEW LEGEND OF THE FIVE RINGS RPG ITEMS
Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* Legend of the Five Rings RPG products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items ☐ 10% disc
Credit Card for 6 items ☐ 10% disc

NEW RIFTS ITEMS
Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* RIFTS products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items ☐ 10% disc
Credit Card for 6 items ☐ 10% disc

NEW VAMPIRE ITEMS
Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* Vampire role playing products (not novels or Dark Ages) as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 6 items ☐ 10% disc
Credit Card for 12 items ☐ 10% disc

NEW WRAITH ITEMS
Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* Wraith items (not novels) as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items ☐ 10% disc
Credit Card for 6 items ☐ 10% disc

Note

When ordering a subscription to new items, such as *New BattleTech Items*, for example, we will charge your credit card for each item *when we send that item to you.* Your credit card will not be charged in advance.

CRAZY SPECIALS

Please Give Second Choices - As Some Specials Are Only While Stocks Last

Trading Card Games

HB DOOMTROOPER CCG

The Collectable Trading Card game based on Heartbreaker's Mutant Chronicles and Warzone games. This game does not use any abstract concepts – each player deploys warriors from his deck, equips them with enhancements such as close combat and ranged weapons, psychic or dark symmetry cards, and then tries to blow his opponent's warriors to kingdom come. For two player games, each player deploys both the Corporations (Doomtroopers from Bauhaus, Capitol, Cybertronic, Imperial, Mishima), and the Brotherhood, as well as the Dark Legion. You equip these warriors as mentioned above, and then go to war. The corporations can attack other corporations except their own, Doomtroopers can never attack the Brotherhood, the Brotherhood can only attack the Dark Legion, and the Dark Legion can attack anyone! For multiplayer games, one controls the Dark Legion, and the others control one corporation each. I'm buying at least four displays!

DoomTrooper Starter Deck 60 cards,rules Crazy $3.00 Was $16
DoomTrooper Starter Display 10 decks Crazy $20.00 Was $160
DoomTrooper Booster Pack 15 cards Crazy $0.75 Was $5
DoomTrooper Booster Display 36 packs Crazy $20.00 Was $180
Inquisition Booster Pack 8 cards Crazy $0.50 Was $3
Inquisition Booster Display 60 pack Crazy $20.00 Was $180

The first expansion booster display, adding all new cards with new warriors, missions, weapons, etc.

Warzone Booster Pack 8 cards Crazy $0.50 Was $3
Warzone Booster Display 60 pack Crazy $20.00 Was $180

The second expansion booster display, adding all new cards with new warzones, warriors, missions, weapons, etc.

HUSSAR
2
2
3
2
Hussars are the regular infantry of Bauhaus—well equipped, superbly trained and highly motivated for the furthering of their corporation's goals.
LES EDWARDS

ICE WARLORDS CCG

A simple, fast, fun, multiplayer (2 – 8 players) fantasy game, based on the popular computer game. For the new special price, it's great value. You assemble your heroic followers, gather your armies, and build citadels. Venturing out to explore, find treasure, or wage war, you avoid or crush cruel beasts and outmaneuver your foes' warriors and armies. Using strength and guile, you try to be the first to rise as the supreme warlord. 251 cards in the set.

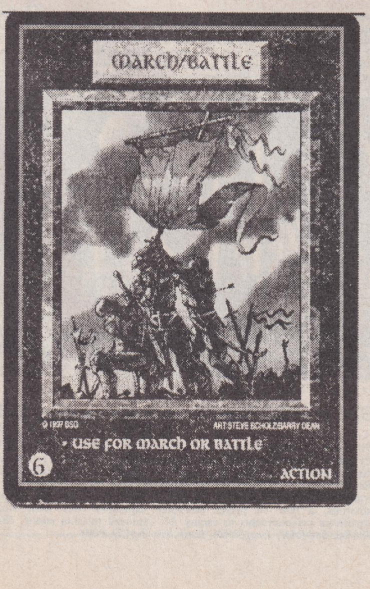
Warlords Starter Deck 60 cards, rules Crazy $2.00 Was $20

Each Display has eight different starter decks, each being a different "faction". We will supply these at random.

Warlords Booster Pack 12 cards. Crazy $0.50 Was $5.50

Randomised 12-card expansions, but without rare or uncommon distinctions. Therefore, it is easy to collect an entire faction.

Warlords Combo Display 672 cards. Crazy $17.00 Was $248


MARCH/BATTLE
USE FOR MARCH OR BATTLE
6
ACTION

ICE Middle Earth Challenge Decks

There are ten different pre-designed decks, ready for tournament or casual play. Each fixed deck has 110 cards, rules summary, and suggestions on how to play the deck. All the cards have a gray border, but normal backs. You can order a specific deck, but if we have run out of that deck, we will substitute another at random. The decks are: *Stewards of Gondor (Saruman), Release the Prisoners (Alatar), Dwarven Quest (Pallando), Bargain Between Friends (Radagast), Return of the King (Gandalf), Spies & Traitors (Adunaphel), Marauding Brood of Uglies (Dwar), Stealthy Tribe (Hoarmurath), Morgul Rallying Cry (Witch-king), Seducing Nations of Men (Indur).*

Middle Earth Challenge Deck 110 cards + rules ....Crazy $10.00
Middle Earth Challenge Deck Display 1100 cards ....Crazy $90.00

ICE Middle Earth Gift Set Limited Edition

Crazy Special $35.00 Normally $90.00

This limited edition Gift Set contains all two players need to play, plus heaps of extra goodies. Has two Unlimited Starter Decks, four Unlimited Booster Packs, two packs each from the Limited The Dragons and Dark Minions; 2 Burning Eye dice, 2 plastic hobbits, color Middle Earth map, rules book, card lists, and a sturdy card storage box that can hold 1,000 cards.

middle earth
COLLECTIBLE CARD GAME
An exciting Collectible Card Game based on J.R.R. Tolkien's The Lord of the Rings and The Hobbit

Wargames

If you order all five Cheapass Games, you can pay only $29.00. Normally worth $50.00

CG KILL DOCTOR LUCKY

Crazy Special $8.00 Normally $12.00

Why do all the mystery games start just after all the fun is over? Welcome to the sprawling J.Robert Mansion. The object of the game? To kill Doctor Lucky. Find a weapon, track the old man down, and take him out. The obstacles? Well, all of your friends would rather do it first. And you would think that after being stabbed, hung, poisoned and poked in the eye, the old Doctor would just lie down and die. But he's got more lives than Rasputin, and an uncanny knack for dodging your best traps. Stick to it. Persevere. His luck will run out eventually. Before the night is over, someone is going to kill Dr Lucky. Wouldn't you rather it was you? Includes 4 decks of cards, card map of the mansion, 4 pages of rules. 2 - 8 players, games take 1 hour. You need one pawn or playing piece for each player, plus one master pawn for Dr Lucky.

CG GIVE ME THE BRAIN

Crazy Special $6.50 Normally $10.00

Work sucks. Long hours, scratchy clothes, and only one Brain to pass around. The characters: Zombies. The place: Friedey's the fast food restaurant of the damned. You would think, with a job like this, that you could get along pretty well without a brain. Which is usually true. But today you must count the meat. Make change. Remember what lettuce is. And maybe even get the pickles to stop staring at you. Better get your hands on the Brain. For 3 - 8 players, 15 minutes games, you need a D6.

CG LORD OF THE FRIES

Crazy Special $6.50 Normally $10.00

Sequel to the above. This time you and your rotten zombie friends are struggling to convert handfuls of random food into tasy combo meals and sides. Whoever serves up the most grub will become the Lord of the Fries. Whatever that means. This is a completely separate game - you need no brain to play! 3 - 8 players, 45 minute games, you need a D6.

CG BITIN' OFF HEADS

Crazy Special $5.50 Normally $8.00

Prehistory. Hot, primordial, dull. You and your dinosaur buddies have been dominating the Earth for longer than you can remember. Then again, with brains the size of walnuts, you've also been *standing there* for longer than you can remember. Nevertheless, you're positive that it's been ten million years since anything interesting has happened. So it's time for a suicide race across Skull Island. The winner is the first to hurl himself into the big volcano; the losers are everyone who got their head bitten off along the way. Has card map of the island plus rules. You also need a pawn or plastic dinosaur for each player, and stones (or coins or candy). 3 - 10 players, 1 hour.

CG BEFORE I KILL YOU MISTER BOND

Crazy Special $6.50 Normally $10.00

Imagine, just once, luring the master spy into your evil lair and putting a bullet in his head. Imagine avoiding the temptation to tell him your secret plans, taunt him with your devious perversions, and challenge him to a final game of chess. Imagine killing that spy before he gets the chance to escape, and blow up your lair on the way out. Yeah, right. This is a simple little card game of cat and mouse. And of shooting spies in the head. You can always choose to shoot a spy when he enters your lair, but get only a few points. If you taunt and retaunt a captured spy, your points keep doubling. But if he escapes, you get no points. 2 - 6 players, 15 minutes per game. 54 Cards and rules.

CH CRITICAL HIT ASL SPECIAL

Crazy Special $70.00 Normally $166.00

We are offering four Critical Hit ASL modules for very low prices. Our stocks are limited, so please get your order in quickly:

All American Kellam's Bridge Crazy $20.00 Normally $40.00

Stars the paratroopers of the 82nd Airborne "All American" Division that dropped out of the night sky before the landings on D-Day. With a professionally printed game map on heavy stock, designers notes, a historical booklet, ten scenarios with a battle manual, and B&W photos of locations.

All American Timmes Orchard Crazy $20.00 Normally $40.00

Includes eight new scenarios, all playable on an accurate 32"x28" tactical map included. Also has 2 new solitaire missions, charts, special rules, and a monster scenario.

All American Shanley's Hill Crazy $20.00 Normally $46.00

Includes eight new scenarios, all playable on an accurate 32"x28" tactical map included. Also has 2 new solitaire missions, charts, special rules, and a monster scenario.

Dzerhezinsky's Tractor Works Crazy $20.00 Normally $40.00

The Battle of Stalingrad October 14-15th, 1942, depicting the fighting between the elite Soviet 37th Guards and the German 305th Infantry Division supported by the tanks of the 14th and 24th Panzer Divisions. Includes large, full color map of the factories, rules to cover special terrain, rules for Platoon Leader, 4 big! scenarios.

Role Playing Games

WES Legend of the Five Rings Clan Books

Crazy Special $95.00 Normally $165.00

Legend of the Five Rings is one of the hottest roleplaying games at the moment, so we thought we'd offer you a few of their popular clan books, as follows:

Way of the Dragon Crazy $17.00 Normally $27.50

The isolated Dragons have always been an enigma to the rest of the Empire. Now, you can learn what drives this mysterious clan. Includes background and history of the major Dragon families, details on their magic, and rules for playing one of the famed tattooed men.

Way of the Unicorn Crazy $17.00 Normally $27.50

For 800 years, the Ki-Rin Clan wandered the wastelands outside of Rokugan. When they returned, they were the Clan of the Unicorn, armed with barbarian magics and tactics. Discover the secrets of this exotic clan! Includes new battle rules for Otaku Battle-Maidens.

Way of the Crab Crazy $17.00 Normally $27.50

For 1,000 years the brutal Crab Clan has guarded the borders of Rokugan from the horrors of the Shadowlands. Now learn what drives the Emerald Empire's grim defenders and discover the tactics they use to keep their unholy foes at bay. Learn the untold legend of Osano Wo.

Way of the Scorpion Crazy $17.00 Normally $27.50

"We are not misunderstood. We are just evil." The villainous Scorpion have made certain their reputation has remained untarnished throughout Rokugan's history. But are the masters of deception really who they want you to believe they are? Also rules for advanced poisons, the Shosuro Assassin, etc.

Way of the Crane Crazy $17.00 Normally $27.50

Surrounded by opulent splendor, the Crane have created a world of culture, beauty and virtue. For ten centuries they have followed the path of honor and loyalty to the Emerald Throne. Discover the intricacies of Rokugan's most noble clan. Courtiers, Kakita Artisans, Iron Crane Daidoji, etc.

Way of the Lion Crazy $17.00 Normally $27.50

Has new schools, ground-based military tactics for large units & new techniques for the Lion Bushi and Shugenja.

WES Star Wars RPG Han Solo Special

Crazy Special $59.00 Normally $132.00

This special follows Han Solo and the world of smuggling and trading, illegally and legally. Details as follows:

Han Solo & the Corporate Sector Crazy $17.00 Normally $34.00

144 pages containing everything you wanted to know about the Bilan Daley series of Han Solo novels, as he romps around the galaxy trying to turn a profit.

Platt's Smugglers Guide Crazy $15.00 Normally $30.00

Smuggling is a tough business, and this book provides you with all the pros and cons, by providing the following information: Who do you work for? How do you get your ship? Tools of the Trade. Who do you know? Who's after you? And 18 full color character templates.

Platt's Starports Guide Crazy $20.00 Normally $42.50

Want to see the galaxy? Don't join the Imperial Navy! Just follow smuggler extraordinaire Platt Okeefe as she takes you on a vagabonds tour of seven starports, including a backwater haven, a wandering trading ship, etc. 160 pages.

Stock Ships Crazy $12.00 Normally $25.50

Outfit your smugglers and Rebels with fourteen vessel types, from sturdy light freighters to luxurious pleasure yachts. Includes fourteen full color ship data cards.

WES Star Wars RPG Supplements Special

Crazy Special $53.00 Normally $115.00

These stocks are strictly limited. Four titles, also available individually as follows:

Classic Adventures # 1 Crazy $15.00 Normally $30.00

Presents two Star Wars 1st Ed adventures, The Politics of Contraband and The Abduction of Crying Dawn Singer. The first is a story revolving around the life of a smuggler; the second story is about a famous singer being kidnapped.

Classic Adventures # 4 Crazy $17.00 Normally $34.00

Adventures from the Star Wars Journal. Help defeat the Empire as you hunt for a powerful Jedi relic, evade bounty hunters, go under cover in an Imperial recruit training camp, and command New Republic armored forces against an Imperial onslaught.

Shadow of the Empire Planets Crazy $12.00 Normally $25.50

Features comprehensive coverage of the new planets of Steve Perry's best selling novel, from geography and politics to military and famous people, including Greedo's homeworld, a Bothan frontier world, etc.

Cracken's Rebel Operatives Crazy $14.00 Normally $25.50

A collection of saboteurs, operatives, spies, contacts, and informants who work with or for the Rebel Alliance in its valiant struggle against the evil Galactic Empire. Provides detailed info on some of these more famous individuals.

HOG Warhammer Fantasy RPG Special

Crazy Special $111.00 Normally $185.50

Hogshead Publishing have been faithfully re-releasing, along with new material, all of the Warhammer Fantasy roleplaying system. So we thought we would offer on special the basic RPG plus all four books of The Enemy Within Campaign. Also individually, as follows:

Warhammer Fantasy RPG Crazy $37.00 Normally $55.50

This is an exact reprint of Games Workshop's Third Edition. It allows you to roleplay in Games Workshop's popular fantasy world, where on the surface it is a civilised and cultured place, where only the occasional conspiracy, assassination, revolution or invasion by orcs, goblins, beastmen or mutants disrupts the feudal order. Yet a shadow hangs over the world, cast by the corrupting hand of Chaos. 366 pages with lots of art, 130 character skills, 100 character careers, fast moving combat system, 150 spells in seven types of magic, etc.

Shadows over Bogenhfn Crazy $21.00 Normally $32.50

The enemies within the Empire. This book is a compilation of two old titles, The Enemy Withing and Shadows Over Bogenhafen. Includes an adventure in which you hunt for Chaos infestations within the Empire, and heaps of background info, history, politics, etc.

Death on the Reik Crazy $21.00 Normally $32.50

Can be played as a stand alone adventure or as part of the Enemy Within Campaign. A seemingly simple man-hunt turns out to be far more complex and dangerous, and adventurers will be pitted against mutants. Skaven and desperate cultists, and eventually Chaos.

Middenheim City of Chaos Crazy $21.00 Normally $32.50

A detailed guide to the greatest of the Empire's three City-States, the home of the Cult of Ulric, the God of War, Wolves and Winter. Has a full color map, history, campaign ideas, detailed locations, NPCs, religion, etc.

Power Behind the Throne Crazy $21.00 Normally $32.50
Expanded and with a brand new adventure. Refugees fleeing town, ridiculous taxes, priests of Ulric & Sigmar fighting in the streets, rumors of beasts in the sewers. Something is very wrong in the city of Middenheim! With maps, handouts, 22 major NPCs. Can you outwit the forces of Chaos? $32.50

HDI Fading Suns RPG Special

Crazy Special $105.00 Normally $182.00

Fading Suns has proven to be a popular game, with its bleak presentation of our future. Here we offer the game plus four supplements. Also individually, as follows:

Fading Suns RPG Crazy $30.00 Normally $45.00
It is the dawn of the sixth millennium after Christ nd the skies are darkening, for the suns themselves are fading. Humans reached the stars long ago, building a Republic of high technology and universal emancipation - and then squandered it, fought over it, and finally lost it. A new Dark Age has descended upon humanity, for the greatest of civilisations has fallen and even the stars die. Now, feudal lords rule the Known Worlds, vying for power with fanatic priests and scheming guilds. 270 illustrated pages rich in background and information, as well as a star map.

Forbidden Lore: Technolgy Crazy $17.00 Normally $25.50
Technology is the Known Worlds is not what it once was. Science fell from its pinnacle with the rise of feudal lords and superstitious priests. Engineers pick over the bones of the past to revive ancient war machines. Information on starships, vehicles, economics, think machines, cybernetics, etc.

FS Players Companion Crazy $30.00 Normally $45.00
208 pages including new Blessings and Curses, Benefices and Afflications, skills, occult powers, weapons, equipment and valuable rules expansions. Also new character roles: Church sects, guilds, military units, long awaited details on sentient alien races and the genetically engineered Changed

Merchants of Jumpweb Crazy $20.00 Normally $34.00
The merchants own the stars. Without their high-tech savvy and the loans from their coffers, travel and commerce would grind to a halt. Here are the histories and modus operandi of the Merchant League guilds, from the free-wheeling Charioteers, weird Engineers ans savvy Scravers. Also a cost-of-goods list, laws of crime and punishment.

Byzantium Secundus Crazy $22.00 Normally $33.00
Byzantium Secundus - the center of the Known Worlds and seat of the Empire. There is no more important or intrigue-laden world, for here the fates of millions are determined. Ambassadors, Church fathers, alien envoys all vie for the Emperor's attention. From here Alexius' knights fan out across the Known Worlds on quests for glory. They do not realise that the great perils lies in their own backyard. This world's darkest pits hide unimaginable evil...

WHT Vampire 2nd Edition RPG Special

Crazy Special $26.00 Normally $143.00

White Wolf were clearing out their 2nd Ed Vampire: the Masquerade RPG plus some of its add-ons, at an irresistible price, so we snaffed up some stocks. But stocks are limited, so get your orders in quick. Five items, also available individually, as follows:

Vampire: Masquerade RPG 2nd Ed Crazy $11.00 Normally $42.50
Hardcover book. Explains the concepts of this mature-age RPG, with a background for Vampires, how to define characters, interaction with the story, the drama, creating a setting and running a story, etc. ``Its atmosphere is stark, exotic & brooding, but with an underlying sonorous sensuality. Vampire is a neo-gothic vision of romance laid atop today's hyper-kenetic MTV world." That about explains it. The second edition version is easier to understand, the layout is attractive & the artwork exemplary.

Vampire 2nd Ed GM Screen Crazy $2.00 Normally $19.00
Thee fold Storyteller's screen plus a chilling 16 page mini-adventure.

Vampire Players Guide 2nd Ed Crazy $10.00 Normally $40.00
Features new clans, archetypes, skills, abilities, & equipment, plus character Flaws, Merits, & weaknesses. Details the powerful Elders, with Disciplines far surpassing those of the younger Kindred. Leading designers also offer new techniques for better roleplaying in Vampire. (Stock code # 2206)

Storytellers Handbook to Sabbat Crazy $5.50 Normally $28.00
Guide to running stories involving this sect, five stories involving sabbat characters, two new bloodlines, a look at the infernal powers corrupting the sect, etc. (Stock code # 2225)

Clash of Wills Crazy $1.00 Normally $13.50
The Earl of Galtre lies on his deathbed and his lands hang in the balance. Fearing for his soul, he wills his land to the Church in exchange for absolution - or does he? Suddenly his son produces a will that makes his sole heir, and soon the player characters are involved in a dark journey of mystery.

WHT Vampire: The Far East Special

Crazy Special $65.00 Normally $107.00

White Wolf have released a number of books covering the orient, which have been very popular. We offer here the first three books, also available individually, as follows:

Kindred of the East Crazy $32.00 Normally $47.50
A hardback sourcebook with 222 pages. For centuries the exotic realm of Asia has defied the Kindred's incursions. Those few Children of Caine dwelling in Asia whisper of the montrous Cathayans, the shadowy vampires native to the East. For too long the Cathayans have lain sleeping like dragons, allowing the kindred a facade of omnipotence. But now the new age is at hand. This sourcebook details these eastern deadly vampires, new character creation rules, new powers, the Eastern spirit world, and cultural information.

Demon Hunter X Crazy $18.00 Normally $27.00
For World of Darkness. Describes those rare mortals of the Far East who pit themselves against the Middle Kingdom's monstrous denizens. From the millennia-old tradition of the Shih to the top-secret, high-tech Strike Force Zero.

Hong Kong Crazy $21.00 Normally $32.50
Hong Kong, exotic, vibrant, and deadly. The mortal power structure isn't the only thing changed about this city. Under the cover of Chinese occupation, a myriad of supernatural powers via for dominance. Never before seen mix of all character types from vampires to wraiths.

PEG Deadlands: Hell on Earth RPG

Crazy Special $53.00 Normally $85.50

Pinnacle Entertainment Group, partners to AEG, have released a futuristic version of the Deadlands RPG, called Deadlands, Hell on Earth. We offer here the RPG plus screen, also individually, as follows:

Deadlands, Hell on Earth RPG Crazy $38.00 Normally $57.00
The year is 2094 AD, but the future is not our own. The Last War ended 13 years ago when the supernatural doomsday bombs fell, killing billions and terrorforming the world into a vast Deadland, allowing the mysterious and powerful Reckoners to manifest in the flesh. These unholy beings rampaged across the Wasted West, decimating the survivors of the Apocalypse, and then they suddenly disappeared. Since then, humanity has struggled to rebuild. The cities shudder beneath still howling storms. In this complete RPG, players take on the roles of radslinging Doomsayers, Law Dogs, brain-burning psykersi righteous Templars, scavenging junkers, or simply gun-toting survivors. This is a hardcover edition.

Deadlands Radiation Screen Crazy $19.00 Normally $28.50
The typical GM screen plusa full length adventure called Apocalypse Now! where the characters have to find an irradiated ghost-rock bomb. Also has character sheets.

Novels

WHT Various Vampire Novels

Crazy Special $11.00 Normally $51.00

Two assorted Vampire the Masquerade and Vampire Dark Ages novels. Also individually, as follows:

A Dozen Black Roses Crazy $6.00 Normally $30.00
Stand alone Vampire: the Masquerade hardcover novel. Deadtown is both a battleground and buffet table between two gluttonous vampires. But into this carnage walks Sonja Blue, a vampire hunter with a deadly secret, intent on destroying these fiends and cleansing the city.

Dark Tyrants Crazy $6.00 Normally $21.00
Stand alone Vampire Dark Ages novel. Walk through the benighted lands of medieval Europe through this anthology of stories. Journey with vampires as they play their deadly, incestuous games of politics, war and blood.

TSR Various AD&D Harpers Novels

Crazy Special $25.00 Normally $44.00

Four stand alone AD&D Forgotten Realms Harpers novels, also individually, as follows:

Silver Shadows Crazy $7.00 Normally $11.00
Arilyn Moonblade, the half-elf heroine of the best selling Elfshadow, faces a new dilemma when her mission to save a band of wild elves from extinction becomes a deep personal struggle.

Finder's Bane Crazy $7.00 Normally $11.00
A group of courageous priests, with the aid of Finder Wyvernspur, must attempt to infiltrate the extraplanar city of Sigil, recover a mysterious artefact, thwart a plot to bring back the evil god Bane the Tyrant, and rescue the god Finder.

Tymora's Luck Crazy $7.00 Normally $11.00
Now, in the conclusion of this trilogy, the adventurers from vastly different worlds, join forces on the planes to rescue a god, and return their worlds to stability.

Thornhold Crazy $7.00 Normally $11.00
A dark power from the mists of time threatens the very heart of the secret organisation known as the Harpers, and only Khelben Arunsun, Archmage of the great city of Waterdeep, can stop it.

Miniatures & Rules

AoG Babylon 5 Earthforce Fleet Special

Crazy Special $45.00 Normally $72.50

We are offering the two most popular Earthforce capital ships (by AoG) plus complement of 42 fighters (by Eureka) as seen in the Babylon 5 TV series. Individually as follows:

Earthforce Omega Destroyer	Crazy $17.00	Normal $25.50
4 Squadrons Star Furies (24)	Crazy $12.00	Normal $16.00
Earthforce Hyperion Cruiser	Crazy $12.50	Normal $19.00
3 Squadrons Star Furies (24)	Crazy $9.00	Normal $12.00

AoG Babylon 5 Minbari Fleet Special

Crazy Special $26.00 Normally $41.50

We are offering the most popular Minbari capital ship (by AoG) plus complement of 24 fighters (by Eureka) as seen in the Babylon 5 TV series. Individually as follows:

Minbari Cruiser	Crazy $17.00	Normal $25.50
4 Squadrons Tri-Fighters (24)	Crazy $12.00	Normal $16.00

GW Blood Bowl New Edition Special

Crazy Special $85.00 Normally $150.00

For this special we will provide the new Blood Bowl game plus the expansion Death Zone. Also available individually, as follows:

Blood Bowl New Edition Crazy $60.00 Normally $100.00
The popular fantasy football game is back in an all new edition. Across the length and breadth of the Warhammer World teams of armored warriors battle to the death in great arenas. The Dwarfs in their mountain halls, Goblins in sewers, all these and more field Blood Bowl teams that play for the glory and honor of their race. Massive crowds cheer on their favorite teams and star players rise to fame and glory as the meanest, toughest players in the world. Includes 24 Citadel plastic miniatures, being the Gouged Eye Orcs team and the Reikland Reavers human team. Also has a mounted mapboard of the playing field, 4 plastic footballs, Blood Bowl Handbook, Painting Guide, 50 sheet pad of team rosters, 2 team cards, 4 star player cards, heaps of color counters and templates, 6 dice, & range ruler. Please note that *no* rules have been changed, though the rule book has been expanded, and many components are the same as the previous edition.

Death Zone Expansion Crazy $33.00 Normally $50.00
Team lists, background info and special rules are included for six new races, allowing players to field goblin, chaos, undead, wood elf, halfling and chaos dwarf teams. Also 18 Star Player cards. The League Rules allow players to coach their team to the top of the league. Over 100 new Special Play cards, you can add apothecaries and wizards to teams, to heal the injured or blast the other team with magic spells.

HOB Fantasy 25mm Figures

We have a few hundred blister packs of true 25mm Hobby Products fantasy figures, of all types, lizardmen, insects, male and female adventurers, wizards, fighters, etc. Most, if not all, are single figure packs. We offer them here at grab packs, at around 55% – 75% off the retail prices. If you order 40 packs, you pay only $0.87c per pack!

Hobby Products	No. of Packs				
Fantasy Figures	5	10	20	30	40
Price	$8	$14	$24	$30	$35

GRN Grendel Blistered Scenery Grab Pack

Crazy Special $25.00 Value Around $90.00

For this crazy price, we will provide you with 5 randomly chosen blister packs of Grendel fantasy resin scenery. This is a great bargain.

GRN Grendel Boxed Sets Grab Pack

Crazy Special $35.00 Value Around $120.00

For this crazy price, we will provide you with 3 randomly chosen boxed sets Grendel fantasy resin scenery. This is a great bargain.

GW Epic Warhammer 40,000 Special

Crazy Special $37.00 Normally $90.00

Here we off the Imperator Titan plus the Ork Megga Gargant plastic kits. Also individually as follows:

Imperial Imperator Titan	Crazy $25.00	Normaly $45.00
Ork Megga Gargant	Crazy $16.50	Normaly $45.00

GRE Fantasy Warriors 2nd Ed

Crazy Special $46.00 Normally $75.00

The game includes 102 plastic and 6 metal exaggerated 25mm figures of orcs and dwarves by Nick Lund, superior art, graphics, and rulesbook, 150 counters, dice, distance ruler, reference sheet, etc. with a huge range of figures that are comparitively cheap! To play the game, each player controls an army which is headed by a warchief, who issues orders to the troops under his command. Giving the right orders and changing them when the moment is right is the essence of generalship in tis game. You can use from 20 figures a side to several hundred figures a side. There is no book keeping. Game mechanics include pre-battle scouting, boasts and omens, issuing threats, shooting, movement and reorganisation, combat, influence, command tests, individuals, battleleaders, warchiefs, magic and talismans. Rules are 48 pages, and includes army lists and piont values for Barbarians, Dwarves, Goblins, Ogres, 15th Century Men, Orcs, Trolls, and Wood Elves. The 108 miniatures included make up two 1,100 point armies!

Computer Games

INT GREAT BATTLES OF HANNIBAL

Crazy Special $18.00 Originally $90.00

GMT's famous boardgame system is now a computer game that recreates the wars between Carthage and Rome. Covers all of Hannibal's major campaigns and battles, from Spain to the gates of Rome. There are eleven different battles, which also link as a campaign. Also has a free placement mode, which gives you the ability to modify forces under your control for a "what if" scenario. With 3D, real, detailed units. *IBM Requires: Win'95, Pentium 90, 16mbRAM, SVGA card, 2spCD-ROM, hard disk.*

INT GREAT BATTLES OF ALEXANDER

Crazy Special $18.00 Originally $90.00

GMT's famous boardgame is now a computer game. Take command of the legendary armies of Macedon, Conquer the rebellious Greeks, crush the defiant Persians, capture the crowns of kings and pharaohs to earn the most exalted title of all: Alexander the Great. Or, you can take the role of Darius, Mennon, Clitus, etc. There are ten different battles, which also link as a campaign. *IBM Requires: Win'95, 486/100, 16mbRAM, SVGA card, 2spCD-ROM, hard disk.*

EA DARK OMEN Warhammer Fantasy

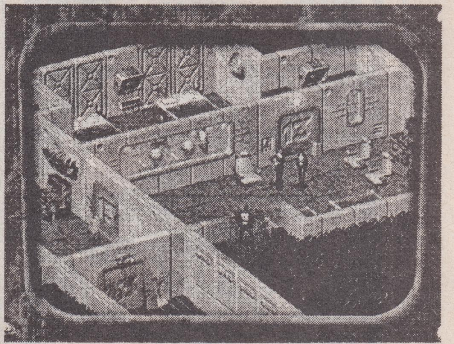
Crazy Special $30.00 Originally $90.00

Set in Games Workshop's Warhammer Fantasy universe. In the great forests of the Empire, Morgan Bernhadt leads the mercenary army against the scourge of greenskin raiders. Elsewhere the mighty Dread King stirs. Battles take place in a full screen real-time 3D environment, with complete freedom to move, rotate and zoom. Command regiments of cavalry, infantry, and archers as well as wizards, war machines and colossal monsters. Sophisticated computer AI controls enemy armies or you can play against another human or via serial or modem. *IBM Requires Pentium 90, Win'95, 16mbRAM, hard disk, 4spCD-ROM, SVGA, 1mbVideo card.*

INT FALLOUT

Crazy Special $30.00 Originally $90.00

A roleplaying game in the tradition of the classic *Wasteland*. 1,000 people have been living in a nuclear fallout shelter for 80 years following a worldwide nuclear holocaust. But the water recycler has broken down, and you are chosen to go to the surface to find a computer chip to fix it with. With gorgeous semi-top-down 3D graphics there are 50 mini-quests with multiple solutions that take you through devastated wastelands. A meticulous turn based combat system lets you wound, cripple or kill. You can make your own character. Improve your characters skills through play. When you interact with other characters in the game, they will remember your attitude in later meetings. If you insult some-one, don't expect them to be nice to you later.*IBM Requires: Pentium 90, 1megSVGA, 16mbRAM, 2spCD-ROM, hard disk.*

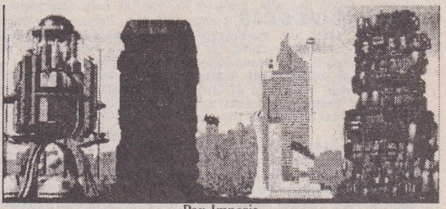


Fallout

THQ PAX IMPERIA

Crazy Special $30.00 Originally $90.00

The ultimate in intergalactic strategy and combat. Explore and colonize hundreds of inhabitable worlds in one of the largest game universes ever created. Once colonies are established, they can either be left alone or carefully managed. To excel you need to juggle economics, research and develop hundreds of new technologies, build planetary assets, and establish foreign relations. You can use game or personally created alien species. You can design and field massive armadas, to go head to head with other civilizations. *IBM Requires: 486/100, 2spCD-ROM, 16megRAM, SVGA, hard disk..*

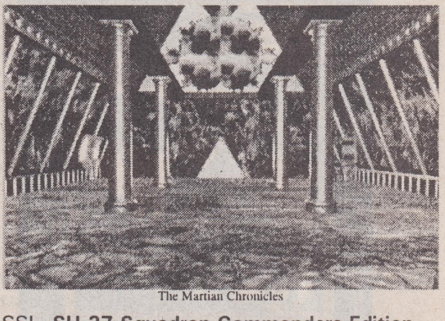


Pax Imperia

IND THE MARTIAN CHRONICLES

Crazy Special $12.00 Originally $90.00

Journey to Mars, the mysterious red planet, to embark on an urgent mission that could influence the future of earth or cost you your life. Explore a Martian city to uncover the secrets of the mysterious extinction of the Martians. Rumors abound of sightings of Martians and of a potent Martian object that could have a major effect on Earth. A high-res graphic adventure with fully animated characters. Includes hints and tips. *IBM Requires: 486/25, 8mbRAM, SVGA, 2spCD.ROM.*



The Martian Chronicles

SSI SU-27 Squadron Commanders Edition

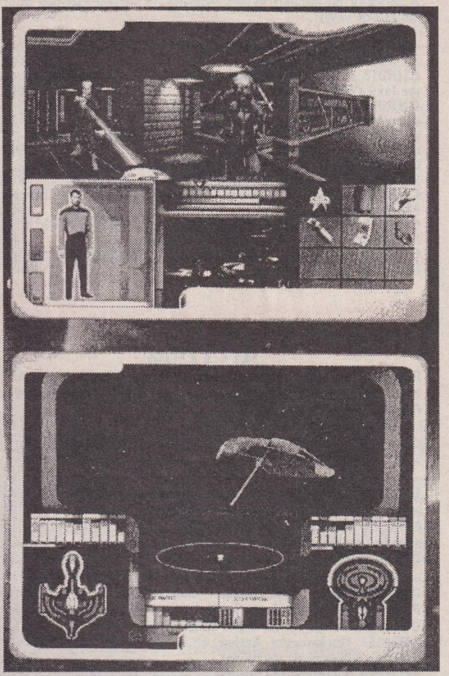
Crazy Special $30.00 Originally $90.00

From Russia comes the definitive military flight simulator. The first flight sim to fly under state-of-the-art Windows'95 technology. Includes a power mission editor that lets you do everything from single training missions to planning and executing full campaigns. With detailed briefing/debriefing. This is reputed to be the most realistic flight sim ever for the PC. *SU 27 Flanker Mission Disk* Includes 150 new missions, a new 16 player multiplay capability over local area networks, significant enhancements to enemy AI, extended mission editor. *IBM Requires: 486/66, 8mbRAM, 1megSVGA, hard disk, 2spCD-ROM.*

MIC **STAR TREK GENERATIONS**

Crazy Special $25.00 **Originally $90.00**

Join forces with Kirk and Picard and the rest of the Next Gen crew to defeat Soran, the obsessed scientist. The story line unfolds through a mix of first-person point of view action levels, challenging ship to ship combat, strategic clues, and cinematic sequences. Contains original video sequences developed exclusively for the game and not viewed in the movie. Has 12 deadly and intense 'away team' action missions using first person perspective. Command the Enterprise in combat against Klingons and Romulans. *IBM Requires: Pentium 75+, 16mbRAM, SVGA, CD-ROM, hard disk, Win'95.*



Star Trek Generations

Close Outs

The following items are either overstocks or have been dropped either by us or by the manufacturer. As a result, we are offering all of these items very cheaply indeed. Most titles are described elsewhere in the catalog.

CIT0440	Rough Riders of Atilla	$23.00
CHA2342	Adventures in Arkham Country Cthulhu	$18.00
CHA2359	Horror's Hearth Cthulhu	$10.00
CHA2374	Day of the Beast	$15.00
CHA6009	Goatswood	$10.00
FAS6108	Skypoint & Vivane Earthdawn	$10.00
FAS6113	Blood Wood Earthdawn	$6.00
FAS6301	Mysts of Betrayal Earthdawn	$4.00
RTG1001	Champions: The New Millennium RPG	$20.00
RTG10011	Alliances for Champions RPG	$9.00
RTG10021	Bay City for Champions RPG	$14.00
TSR9407	Deck of Encounters AD&D Accessory	$10.00
TSR9443	Deck of Encounters II AD&D Accessory	$10.00
TSR9537	The Forgotten Terror AD&D Ravenloft	$9.00
TSR9543	Heroes of Sorcery AD&D Dragonlance	$15.00
TSR9546	Heroes of Hope AD&D Dragonlance	$15.00
TSR9550	Night of the Shark AD&D Adventure	$6.00
TSR9555	Children of the Night: Ghosts	$12.00
WHT5008	The Long Night Dark Ages Live RPG	$10.00

OSPREY HISTORICAL REFERENCE BOOKS

Ancient Era

CAMP7 ALEXANDER 334-323 BC A gripping account of the brilliant campaigns of a young man who conquered the entire known world before he reached 30 years of age. **$32.00**

7924 ALEXANDER THE GREAT Combines two books, Campaign 7 Alexander and the old MAA Alexander. **$43.00**

MAA109 ANCIENT ARMIES OF THE MIDDLE EAST Includes Ancient Summerians, Egyptians, Philistines, Libyans, Hittites, Assyrians, etc. Plates by Angus McBride. **$23.00**

Concord ANCIENT CELTS A new line of Concord history books, this one with equal pages of text and plates by Angus McBride. Covers celts from 600 BC - 1300 AD. Even covers the Galatian invasion of Italy and Greece. **$25.00**

WAR5 ANGLO-SAXON THEGN The Saxons slowly conquered much of Britain from the celts and picts. **$26.00**

MAA320 ARMIES OF THE CALIPHATES Describes the armies of the Abbasid Arabs & Fatamids from 862-1098 AD. **$26.00**

MAA121 ARMIES OF THE CARTHAGINIAN WARS A detailed account of the Carthaginian and Roman armies and their allies during their many wars against each other. **$23.00**

CAMP36 CANNAE 216 BC The Roman army received a crushing defeat at the hands of Hannibal in 216 BC. **$32.00**

MAA283 EARLY ROMAN ARMIES The development of the Roman army from about 500 to 275 BC. **$23.00**

WAR17 GERMANIC WARRIOR 236-568 AD The 3rd to 6th centuries saw the collapse of Roman civilization and the emergence of Germanic warrior societies. **$26.00**

MAA295 IMPERIAL CHINESE ARMIES (2) 590-1260 AD Follows the Imperial Chinese military machine from the reunification of China by Yang Chien to its destruction and conquest by Kubilai Khan. **$23.00**

MONT JUSTINIAN'S WARS This is one of the best written and most engrossing books of ancient combat I've seen to date. It focuses on the wars between Eastern Roman (early Byzantine) forces and the Vandals in Africa, the Goths in Italy in three phases, the Franks in Italy, and the Visigoths. Brilliant. **$34.00**

WAR15 LATE ROMAN CAVALRYMAN 236-565 AD Extremely detailed look at Late Romand Cavalry, including organisation, colors, tactics, development, formations. **$26.00**

ELITE40 NEW KINGDOM EGYPT Covers the history of Egypt from 1674 BC - 1085 BC, including wars with the Hittites, Hyksos, etc. Has magnificent full color plates by Angus McBridge of a Mitanni armored chariot, Hyksos, etc. **$26.00**

CAMP22 QADESH 1300 BC Clash of the Warrior Kings The greatest of the Egyptian Pharaohs, Rameses II, leads the most professional Egyptian army against the might of the Hittite Army. The three man Hittite shock chariots clash with Egyptian spearmen, archers, and skirmishing chariots. **$32.00**

MONT REIVERS For 300 years the Borderlands between England and Scotland were a battleground in a savage war of attrition. With heaps of color plates by Angus McBride. **$34.00**

MAA291 REPUBLICAN ROMAN ARMY 200 - 104BC Detailing weapons and equipment, organisation and levy, tactics used by the various arms, etc. **$23.00**

MAA46 ROMAN ARMY: CAESAR TO TRAJAN Details the tactics, armor, command structure, and history of the Roman army during it's most famous days. **$23.00**

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DHM144 The Captain Capturing the San Nicholas 23" x 15" The naval Battle of Cape St Vincent involving Nelson. $85.00

DHM143 The Defense at the Battle of the Glorious First of June 1794 30" x 18" A British galleon being shot up by two French galleons. $115.00

DHM293 Wellingtons March from Quatre Bras to Waterloo 27" x 14" Wellington leading his army to Waterloo in 1815. $115.00

DHM298 The Battle of Bannockburn 32" x 15" My second favorite painting, showing English knights charging into massed ranks of Scots Common pikemen. Pictured below. $145.00

DHM351 Operation Goodwood, Caen, Normandy 11.5" x 9" Sherman tanks break out from Normandy. $36.00

VIDEOS

Babylon 5 Videos

We now stock the full range of currently availabe *Babylon 5 Videos*, by Warner Home Video. (I own all 33 videos myself!) The Babylon 5 series focuses on an ancient, evil race that gathers together in the shadows, once it has been accidently reawakened by a curious human survey team. Meanwhile, another equally ancient race helps to prepare the younger races to prepare for the return of this evil menace. The entire series is packed full of mysteries that will be revealed to you eventually, though you will have to watch some episodes as much as four times to spot all the cleverly hidden clues. I used to be a die-hard Trekie, but once I realised that a brilliant continuous plot line line linked all the Babylon 5 episodes together, I defected!

Each tape has either a double episode, or two 45 minute episodes.

Season One

B5 Pilot Universe on Brink of Destruction $20.00
Ambassador Kosh is poisoned as soon as he arrives on Babylon 5, and the race is on to find the assassin.

B5 Vol 1 Midnight on Firing Run/Soul Hunter $20.00
A Centauri outpost is attacking without provocation./A Soul Hunter comes to Babylon 5 - but who is his target?

B5 Vol 2 Born to the Purple/Infection $20.00
A Centauri slave-dancer tries to seduce Londo Molari./A very dangerous illegal artifact is smuggled onto Babylon 5.

B5 Vol 3 Parliament of Dreams/Mind War $20.00
An assassin is sent to kill G'Kar./A rogue telepath flees PsiCorps, but why are his powers so great?

B5 Vol 4 War Prayer/Sky Full of Stars $20.00
The Home Guard group infiltrate Babylon 5, intent on killing aliens./ Earth radicals kidnap Commander Sinclair, and probe his mind to learn why the Minbari surrended.

B5 Vol 5 Deathwalker/Believers $20.00
Deathwalker arrives on Babylon 5, claiming to have an immortality serum./A dying child is not allowed surgery.

B5 Vol 6 Survivors/By Any Means Necessary $20.00
Radicals plan to assassinate President Santiago when he visits Babylon 5./The Docking Bay workers go on strike.

B5 Vol 7 Signs & Portents/TKO $20.00
One of the best episodes. A strange man, Morden, comes to B5 and asks everyone, "What do you want?" Meanwhile, a Raider strike carrier attacks B5./A kick-boxer comes to B5.

B5 Vol 8 Grail/Eyes $20.00

A hideous Na'ka'leen Feeder alien is on the loose on B5./An official interrogates Sinclair and tries to have him sacked.

B5 Vol 9 Legacies/Babylon Squared $20.00
The body of dead Minbari leader, brought to B5, disappears. The Minbari threaten another war./Babylon 4, which disappeared 4 years ago, suddenly re-appears.

B5 Special Episode: A Voice in the Wilderness $20.00
The dead planet below B5, Epsilon 3, suddenly comes to life, revealing aeons old technology.

B5 Vol 10 Quality of Mercy/Chrysalis $20.00
An escaped killer takes a dying doctor hostage./Delenn turns into a chrysalis, a plot is made to assassinate President Santiago, and unknown forces attack a Narn military outpost.

Season Two

B5 Vol 11 Points of Departure/Revelations $20.00
Captain Sheridan arrives on B5 to take over after Sinclar leaves, but Minbari dissidents are not happy, and try to provoke another war./Delenn emerges from the chrysalis, but what has she become? The Narn suspect their old enemy, the Shadows, are back.

B5 Vol 12 Geometry of Shadows/Distant Star $20.00
Technomages come to B5./An Earthforce Explorer ship is damaged in the warp, and B5 goes to the rescue, but they encounter a Shadow ship in the warp.

B5 Vol 13 The Long Dark/Spider in the Web $20.00
B5 finds a derelict, ancient space ship, with one passenger still alive in cryo-sleep./An terrorist arrives on B5, hoping to destroy the Mars peace process.

B5 Vol 14 Soul Mates/Race Thru Dark Places $20.00
Londo has to choose which two of his three wives he should divorce./Psi Cop Bester comes to B5.

B5 Vol 15 Coming of the Shadows/Gropos $20.00
The Centauri emperor comes to B5, hoping to make peace with the Narns, but Londo and Refa make plans to attack a Narn base./Hundreds of Marines arrive on B5 prior to going on a mission.

B5 Vol 16 All Alone in the Night/Acts of Sacrifc $20.00
Delenn is recalled to the Grey Council.General Hague asks Sheridan to help spy on the new president./The Narn are losing the war against the Centauri.

B5 Vol 17 Hunter, Prey/ Now For A Word $20.00
Evidence is found that Sandiago was assassinated./Narn and Centauri ships fight at B5.

B5 Vol 18 There All the Honor Lies/Knives $20.00
Sheridan is tricked into killing a Minbari./Londo is forced to duel his old friend.

B5 Vol 19 Shadow of Z'ha'dum/Confessions $20.00
Sheridan arrests Morden and questions him as to why his wife died on the survey ship that went to Z'ha'dum, but Morden is still alive./A plague infests B5.

B5 Vol 20 Long, Twilight Struggle/Divided Loyl $20.00
One of the best episodes. Narns attack a Centauri outpost with their entire fleet, but a surprise is waiting for them./A psicorps planted traitor is in the B5 command staff.

B5 Vol 21 Comes the Inquisitor/Fall of Night $20.00
A Vorlon inquisitor interrogates Delenn & Sheridan./A Centauri Battlecruiser attacks Babylon 5. Great episode.

Season Three

B5 Vol 22 Matters of Honor/Convictions $20.00
The White Star battles a Shadow ship./A mad bomber places bombs all over B5.

B5 Vol 23 Day in the Strife/Gethsemane $20.00
G'Kar is told to return to Narn, where he will probably be executed./A monk learns he is a brain-wiped ex-murderer.

B5 Vol 24 Voices of Authority/Dust to Dust $20.00
Ivanova uses the Great Machine on Epsilon 3, and finds unexpected evidence./Bester comes to B5 tracking down an illegal psionic drug that is on the black market.

B5 Vol 25 Exogenesis/Messages from Earth $20.00
People from 'Down Below' are having sybiotic aliens put on them./President Clark has found a Shadow ship. Sheridan tries to destroy it first.

B5 Vol 26 Point of No Return/Severed Dreams $20.00
Civil war breaks out in Earthforce. Nightwatch are given control of B5./Severed Dreams is the best Babylon 5 episode made. It won the Hugo SF award, defeating all other challengers. I've watched it over ten times at least! Babylon 5 declares its independence, and an Earthforce Task Force is sent to take control of Babylon 5 by force - and B5 resists!

B5 Vol 27 Light & Dark/Sic Transit Vir $20.00
Nightwatch terrorists kidnap Delenn, and try to take over B5./What connection does Vir have with 2,000 Narns who appear to have died?

B5 Vol 28 Late Delivery/Ship of Tears $20.00
Sheridan tries to get the League to help defend B5./The Shadows run a ship of 'weapons systems' near B5, and Bester helps Sheridan to capture it.

B5 Vol 29 Interludes/War Without End Pt 1 $20.00
Sheridan tries to make the Vorlons attack the Shadows./A time rift opens up, and Sinclair, Sheridan, etc must go through the rift, to reach Babylon 4. We learn of the last Shadow War 1,000 years ago.

B5 Vol 30 War Without End Pt 2/Walkabout $20.00
What are Sinclair and Sheridan planning to do with Babylon 4?/Sheridan asks Lyta to help attack a Shadow ship.

B5 Vol 31 Grey 17 is Missing/Rock Cried Out $20.00
Naroon tries to stop Delenn taking over the Rangers./Londo plans to have Lord Refa removed from power.

B5 Vol 32 Shadow Dancing/Z'ha'Dum $20.00
Sheridan leads a huge battlefleet to attack a Shadow fleet./Sheridan goes alone to Z'ha'Dum to meet with the Shadows.

Season Four

B5 Vol 33 Hour of the Wolf/Whatever Happened $20.00
Londo learns that Emperor Cartagia is insane, and plans to offer the Shadows refuge on Centauri Prime. Sheridan meets Lorien./G'Kar goes looking for Garibaldi.

B5 Vol 34 The Summoning/Apotheosis $20.00
Sheridan and Lorien return to Babylon 5, as does Garibaldi. The Vorlons go on the rampage, destroying whole worlds./Sheridan makes plans to stop the Vorlons and the Shadows, while Londo plans to assassinate Cartagia.

B5 Tape 35 *Due Feb'99*	$20.00
B5 Tape 36 *Due Feb'99*	$20.00
B5 Tape 37 *Due March'99*	$20.00
B5 Tape 38 *Due March'99*	$20.00

Babylon 5 Telemovies

B5 In the Beginning Telemovie $20.00
Set ten years before the pilot episode of Babylon 5. A human exploratory fleet approaches the Minbari borders and blunders into a Minbari fleet. Misunderstanding leads to a disaster that almost destroys the human race. What can save humanity? *(I strongly advise that you do not watch this telemovie until you have watched all episodes in Seasons 1 to 4, otherwise you will spoil it for yourself, by learning the answers to many of the mysteries.)*

B5 Thirdspace Telemovie *Due March?* $20.00
This telemovie is so good I watched it three times in four weeks! Set in 2261. While on long range patrol, a squadron of Starfuries from Babylon find an ancient artifact drifting through hyperspace. Over a mile long and more than one million years old, they tow it back to Babylon 5 and try to work out what it is. Meanwhile, people all over the station begin having wonderful or horrific dreams...

Star Trek Videos

We also now stock a good range of Star Trek videos, as follows:

Star Trek Next Generation TV Series

STNG V1 Encounter at Farpoint	$20.00
STNG V2 Naked Now/Code	$20.00
STNG V3 Last Outpost/Where	$20.00
STNG V4 Lonely Among/Justice	$20.00
STNG V5 Battle/Hide & Q	$20.00
STNG V6 Haven/Big Goodbye	$20.00
STNG V7 Datalore/Angel One	$20.00
STNG V8 110001001/Too Short a Sea	$20.00
STNG V9 When Bough Breaks/Home Soil	$20.00
STNG V10 Coming Age/Heart of	$20.00
STNG V11 Arsenal/Symbiosis	$20.00
STNG V12 Skin of Evil/Paris	$20.00
STNG V13 Conspiracy/Neutral Zone	$20.00
STNG V14 Child/Where Silence	$20.00
STNG V15 Elementary Dat/Outrageous	$20.00
STNG V16 Loud as Whis/Schizoid	$20.00
STNG V17 Unnatural/Matter of Honor	$20.00
STNG V18 Measure of Man/Dauphin	$20.00
STNG V19 Contagion/The Royale	$20.00
STNG V20 Time Squared/Icarus	$20.00
STNG V21 Pen Pals/Q Who	$20.00

Q Who is my favorite episode – it features the Federation's first encounter with the Borg.

STNG V22 Samaritan/Up Ladder	$20.00
STNG V23 Manhunt/Emissary	$20.00
STNG V24 Peak Perf/Shades of Grey	$20.00
STNG V25 Evo/Ensigns of Command	$20.00
STNG V26 Survivors/Watchers?	$20.00
STNG V27 Bonding/Booby Trap	$20.00
STNG V28 Enemy/Price	$20.00
STNG V29 Vengeance Fac/Defector	$20.00
STNG V30 Hunted/High Ground	$20.00
STNG V31 Deja Q/Matter of Perspective	$20.00
STNG V32 Yesterday's Enterprise/Offspring	$20.00

Yesterday's Enterprise sees the Enterprise D on exploration duties, when they suddenly encounter a time rift, from which emerges the Enterprise C. Immediately, the present is changed, and the Federation is at war with the Klingon Empire – billions have died so far. And only Guinan notices that something is wrong.

STNG V33 Sins of Father/Allegiance	$20.00
STNG V34 Captain's Holiday/Tin Man	$20.00
STNG V35 Hollow Pursuits/Most Toys	$20.00
STNG V36 Sarek/Menage A Troi	$20.00
STNG V37 Transfigured/Best of Both Worlds 1	$20.00

Best of Both Worlds Parts 1 and *2* sees a Borg cube-ship invade Federation space. The Enterprise is despatched to try and delay its progress while a Federation battlefleet is assembled to meet it closer to Earth.

STNG V38 Best of Both Worlds 2/Family	$20.00
STNG V39 Brothers/Suddenly Human	$20.00
STNG V40 Remember Me/Legacy	$20.00
STNG V41 Reunion/Future Imperfect	$20.00
STNG V42 Final Mission/The Loss	$20.00
STNG V43 Data's Day/The Wounded	$20.00
STNG V44 Devil's Due/Clues	$20.00
STNG V45 First Contact/Galaxy's Child	$20.00
STNG V46 Night Terrors/Identity Crisis	$20.00
STNG V47 The Nth Degree/Qpid	$20.00
STNG V48 The Drum Head/Half a Life	$20.00
STNG V49 The Host/A Mind's Eye	$20.00
STNG V50 In Theory/Redemption Part 1	$20.00
STNG V51 Redemption Part2/Darmok	$20.00
STNG V52 Ensign Ro/Silicon Avatar	$20.00
STNG V53 Disaster/The Game	$20.00
STNG V54 Unification Parts 1 & 2	$20.00
STNG V55 Matter of Time/New Ground	$20.00
STNG V56 Hero Worship/Violations	$20.00
STNG V57 Masterpiece Soc/Conundrum	$20.00
STNG V58 Power Play/Ethics	$20.00
STNG V59 The Outcast/Cause & Effect	$20.00
STNG V60 The First Duty/Cost of Living	$20.00
STNG V61 Perfect Mate/Imaginary Friend	$20.00
STNG V62 I, Borg/The Next Phase	$20.00
STNG V63 Inner Light/Time's Arrow Pt 1	$20.00
STNG V64 Time's Arrow Pt 2/Realm of Fear	$20.00
STNG V65 Man of the People/Relics	$20.00
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STNG V67 Rascals/A Fistful of Data	$20.00
STNG V68 Quality of Life/Chain of Command 1	$20.00
STNG V69 Chain of Command 2/Ship in Bottle	$20.00
STNG V70 Aquiel/Face of the Enemy	$20.00
STNG V71 Tapestry/Birthright Pt 1	$20.00
STNG V72 Birthright Pt 2/Starship Mine	$20.00
STNG V73 Lessons/The Chase	$20.00
STNG V74 Frame of Mind/Suspicions	$20.00
STNG V75 Rightful Heir/Second Chances	$20.00
STNG V76 Timescape/Descent Pt 1	$20.00
STNG V77 Descent Pt 2/Liasons	$20.00
STNG V78 Interface/Gambit Pt 1	$20.00
STNG V79 Gambit Pt 2/Phantasms	$20.00
STNG V80 Dark Page/Attached	$20.00
STNG V81 Force of Nature/Inheritance	$20.00
STNG V82 Parallels/The Pegasus	$20.00
STNG V83 Homeward/Sub Rosa	$20.00
STNG V84 Lower Decks/Thine Own Self	$20.00
STNG V85 Masks/Eye of the Beholder	$20.00
STNG V86 Genesis/Journey's End	$20.00
STNG V87 First Born/Bloodlines	$20.00
STNG V88 Emergence/Pre-emptive Strike	$20.00
STNG V89 All Good Things Pt 1 & 2	$20.00

Star Trek Deep Space 9 TV Series

DS9 V1 Emissary	$20.00
DS9 V2 Past Pro/Man	$20.00
DS9 V3 Babel/Captive	$20.00
DS9 V4 Q-Less/Dax	$20.00
DS9 V5 Passenger/Move	$20.00
DS9 V6 Nagus/Vortex	$20.00
DS9 V7 Battle/Story	$20.00
DS9 V8 Progress/Wishes	$20.00
DS9 V9 Forsaken/Dramatis	$20.00
DS9 V10 Duet/In the Hands	$20.00
DS9 V11 Homecoming/Circ	$20.00
DS9 V12 Siege/Invasive	$20.00
DS9 V13 Cardassians/Melora	$20.00
DS9 V14 Rules Acq/Necc Evil	$20.00
DS9 V15 Second Sight/Sanctuary	$20.00
DS9 V16 Rivals/Alternate	$20.00
DS9 V17 Armageddon Game/Whispers	$20.00
DS9 V18 Paradise/ShadowPlay	$20.00
DS9 V19 Playing God/Profit & Loss	$20.00
DS9 V20 Blood Oath/Maquis Part 1	$20.00
DS9 V21 Maquis Part 2/The Wire	$20.00
DS9 V22 Crossover/The Collaborator	$20.00
DS9 V23 Tribunal/The Jem'Hadar	$20.00
DS9 V3.01 The Search Pt 1 and Pt 2	$20.00
DS9 V3.02 House of Quark/Equilibrium	$20.00
DS9 V3.03 Second Skin/Abandoned	$20.00
DS9 V3.04 Civil Defenses/Meridan	$20.00
DS9 V3.05 Defiant/Fascination	$20.00
DS9 V3.06 Past Tense, Pt 1 and Pt 2	$20.00
DS9 V3.07 Life Support/Heart of Stone	$20.00
DS9 V3.08 Destiny/Prophet Motive	$20.00
DS9 V3.09 Visionary/Distant Voices	$20.00
DS9 V3.10 Looking Glass/Improbable	$20.00
DS9 V3.11 Die is Cast/Explorers	$20.00
DS9 V3.12 Family Business/Shaaker	$20.00
DS9 V3.13 Facets/The Adversary	$20.00
DS9 V4.01 Way of the Warrior Pt 1 & Pt 2	$20.00

(The best DS9 – Klingons attack DS9!)

DS9 V4.02 Visitor/Hippocratic Oath	$20.00
DS9 V4.03 Indiscretion/Rejoined	$20.00
DS9 V4.04 Little Green Men/Star Ship Down	$20.00
DS9 V4.05 Sword of Kahless/Bashir	$20.00
DS9 V4.06 Home Front/Paradise Lost	$20.00
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DS9 V4.12 To the Death/Quickening	$20.00
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DS9 V5.07 For the Uniform/In Purgatory's Sh.	$20.00
DS9 V5.08 By Inferno's Light/Dr Bashir	$20.00
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DS9 V5.10 Ties of Blood/Ferengi Love Songs	$20.00
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DS9 V5.12 Blaze of Glory/Empok Nor	$20.00
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DS9 V6.04 You are Cordially Invited/Resurrect.	$20.00
DS9 V6.05 Statistical Probabilities/Mag.Ferengi	$20.00
DS9 V6.06 Waltz/Who Mourns for Morn	$20.00
DS9 V6.07 Far Beyond the Stars/One Little Ship	$20.00
DS9 V6.08 Honor Among Thieves/Changes of.	$20.00

Star Trek Voyager TV Series

STV V1.1 Caretaker	$20.00
STV V1.2 Parallax/Time and Again	$20.00
STV V1.3 Phage/The Cloud	$20.00
STV V1.4 Eye of the Needle/Ex Post Facto	$20.00
STV V1.5 Emanations/Prime Factors	$20.00
STV V1.6 State of Flux/Heroes & Demons	$20.00
STV V1.7 Cathexis/Faces	$20.00
STV V1.8 Jetrel/Learning Curve	$20.00
STV V1.9 Elogium/Projections	$20.00
STV V1.10 Twisted/The '37s On	$20.00
STV V2.1 Initiations/Nonsequitur	$20.00
STV V2.2 Parturation/Persistence of Vision	$20.00
STV V2.3 Tattoo/Gold Fire	$20.00
STV V2.4 Maneuvers/Resistance	$20.00
STV V2.5 Prototype/Alliances	$20.00
STV V2.6 Threshold/Held	$20.00
STV V2.7 Dreadnought/Deathwish	$20.00
STV V2.8 Lifesigns/Investigations	$20.00
STV V2.9 Deadlock/Innocence	$20.00
STV V2.10 The Thaw/Tuvix	$20.00
STV V2.11 Resolutions/Basics Part 1	$20.00
STV V3.01 Basics Pt 2/Flashback	$20.00
STV V3.02 The Chute/The Swarm	$20.00
STV V3.03 False Prophets/Remember	$20.00
STV V3.04 Sacred Ground/Futures End	$20.00
STV V3.05 Futures End Pt 2/Warlord	$20.00
STV V3.06 The Q & the Grey/Macrocosm	$20.00
STV V3.07 Fair Trade/Alter Ego	$20.00
STV V3.08 Coda/Blood Fever	$20.00
STV V3.09 Unity/Darkling	$20.00
STV V3.10 Rise/Favorite Son	$20.00
STV V3.11 Before & After/Real Life	$20.00
STV V3.12 Distant Origin/Displaced	$20.00
STV V3.13 Worse Case Scenario/Scorpion Pt 1	$20.00

Scorpion Pt 1 and 2 are the best STV made. The Voyager flies into Borg space, and finds the Borg being exterminated by a deadly new species, which soon turns its attention to the Voyager. A Borg female joins the Voyager crew and previously sworn enemies now co-operate against this new threat.

STV V4.01 Scorpion Pt 2/The Gift	$20.00

The female Borg joins the Voyager in The Gift.

STV V4.02 Dayof Honor/Nemesis	$20.00
STV V4.03 Revulsion/Raven	$20.00
STV V4.04 Scientific Method/Year in Hell Pt 1	$20.00
STV V4.05 Year in Hell Pt 2/Random Thoughts	$20.00
STV V4.06 Concerning Flight/Mortal Coil	$20.00
STV V4.07 Waking Moments/Message in Bottle	$20.00
STV V4.08 Hunters/Prey	$20.00
STV V4.09 Retrospect/Killing Game Pt 1	$20.00

Wargames

Color Code

🟥 New Item Now Available and in Stock

🟦 New Item Not Yet Released

Complexity Key

Basic Games * (Introductory Level)	Intermediate ** (Still good for beginners)
Advanced Games *** (Veteran gamers only)	Master Games **** (Too many rules)

Solitaire Suitability

Totally Unsuitable For Solitaire Play #	Fairly Suitable For Solitaire Play ##
Highly Suitable For Solitaire Play ###	Can Only Be Played Solitaire ####

Company Codes

ADG	Australian Design Group	AH	Avalon Hill
COA	Clash of Arms	COM	Command Mag (XTR)
FAS	FASA Corp.	GAM	Games Workshop
GDW	Game Designers Wrkshp	GMT	Not Get More Tanks!
GRD	Games Research&Design	IRO	Iron Crown Enterprises
JED	Jedko Games	MB	Milton Bradley Games
SDI	Simulation Design Inc.	STE	Steve Jackson Games
S&T	S & T Magazine	SUP	Supremacy Games
TAS	Task Force Games	TGI	The Gamers Inc
VIC	Victory Games	3W	World Wide Wargames
WES	West End Games	WIZ	Wizards of the Coast

Beginner's Games

JED **Basic Training**
This 8 page primer will teach you the basics of wargaming - sequence of play, movement, combat, stacking. With a small wargame set in the jungles of New Guinea where Japanese forces are marching towards Gona. **$1.00**

JED **Beginner's Guide to Strategy Gaming** */##
A more comprehensive 55 page introductory book dealing with rules terminology & counter symbology, notes on solitaire play, plus a mini wargame of the Battle for Moscow in 1941, with 39 counters and 3 pages of rules. **$3.00**

JED **Field Marshall** */####
A good wargame for novice players. A well balanced hypothetical conflict in WW2 where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). With marine, armour, infantry, artillery and aircraft assets included in the 196 counters. Contains three 8"x22" mapboards. **$20.00**

Ancient Era

AH **Age of Renaissance** */#
Civilization in the Middle Ages. Picks up where Civilization ends, in the 8th Century. Three to six players vie to re-establish their civilizations via trade while advancing in science, religion, commerce, communications, exploration and civics. While gains are measured in economic terms rather than territorial conquest, the proceedings are still warlike. Against this backdrop of war, plague, famine, and religious strife, such personalities as Da Vinci and Columbus appear to guide mankind to the threshold of a new beginning. Victory is not won at the point of a sword but in the acquisition and application of 26 Advances ranging from Caravan to Industry. Includes three campaigns, each of which can be played in an evening. Stunning mounted mapboard 22" x 32", three counter sheest, score pads, 64 history cards, etc. **$109.95**

Xeno **Alexander's Generals** */##
A magnificent game from Xeno games, this is the game of Alexander the Great`s Successors squabbling amongst themselves, 323-281 B.C. The game is very similar in mechanics to Milton Bradley`s *Shogun*. For 2 - 6 players, each with two historical generals, such as Lysimachus & Cassander, Seleucus & Antiochus, Ptolemy & Menelaos, etc. The 60 province cards are dealt equally to each player, and players then place their armies and garrisons. Armies have up to 18 units, and all stand-up counters have two sides, for fog of war. Units include cavalry, elephants, phalanx, missile troops, skirmishers, garrisons and triremes. Rules are simple, so you can concentrate on playing the game! For combat, each unit has an attack value against each other type of unit. For example, Elephants kill cavalry on 5+ on a D10. 23"x25" color map, 552 color stand-up counters, 60 province cards, 4 D10 dice. **$65.00**

GMT **CAESAR: CONQUEST OF GAUL** **/###
Using GMT`s Great Battles of History rules system, this game contains 840 counters of Romans and Gauls, two 22x34" maps, eight Roman legions, ten different tribes of barbarians, war galleys, sail ships and transports, a much simplified command system, the three major land battles of the war, the feared German cavalry. **$99.00**

AH **Civilization** */#
2 to 9 players lead fledgling empires along the path of political, economic & cultural domination during the dawn of civilization (8000 to 250BC). This classic game requires no dice, yet it wallows in non-violent interaction. Although conflicts do occur, victory cannot be achieved by military means alone. Synopsis: players direct population growth & build cities which in turn attract commerce, this trade b/n empires fosters social & technological growth. **$85.00**
Advanced Civilization
Box set containing a 48-page rulebook & gamer's guide, additional civilization (8 new) & commodity cards, 4 new calamities, eight-player games, pillage, enhanced card attributes, simplified trading, etc! **$65.00**

HAN **Euphrat & Tigris** **/#
A game of great struggle wherein four kingdoms attempt to develop commerse, religion, politcal might and food. A balance of co-operation and conquest, coups coercion, only one kingdom will reign supreme in the end. Includes the cities Ur, Ninevah and Babylon, etc. With stunningly beautiful components, including mounted mapboard, 153 civilization tiles, 8 catastrophe tiles, cloth bag, wooden monuments, 16 leader markers, 150 wooden cubes, 10 treasure cubes, etc. **$110.00**

AH **Hannibal: Rome vs Carthage** **/#
A strategy game that lets you experience the excitement and events of Hannibal's march across the Alps and his subsequent 18 year campaign against Rome. If you play Hannibal, you have a leader who outshines all others. If you play Rome, you have massive reserves of manpower, but you will have to wait until later in the war to get good generals2 decks of cards which bring out events and personalities of the period, 100 cards, mounted 22x32" mapboard, 132 political counters, 64 units & generals counters, etc. **$80.00**

AH **History of the World** */#
A beautifully designed and presented game which traces the progress of mankind from the dawn of civilization to the threshold of modern times. Starting 5,000 years with the ancient Sumerians, a succession of 49 empires rise and fall with the rapid passing of the centuries. Players receive multiple offers of abandonning their own empire and taking over the control of a new empire that arises, so they never have to stop playing. 2 to 6 can play, and every corner of the Earth is included, from the Minoans of Crete to Alexander the Great to Napoleon, etc. A great game. 48 Empire cards, 64 event cards, four counter sheets, 32" x 22" mounted mapboard, etc. **$80.00**

COA **Joan of Arc** **/#
This is a popular European boardgame printed in English by Clash of Arms. For 3 – 6 players, ages 10 and up. For just over one hundred years England and France battled over who would sit on the French throne. Even within France itself factions developed. From this struggle heroes such as the Black Prince and Joan of Arc emerged. Long sieges followed short campaigns, bands of mercenaries marauded across the countryside. Famine and plague made matters worse. With a large mounted mapboard, 30 figures including 20 castles and 10 fortresses, 80 cards, 4 countersheets, etc. **$110.00**

GMT **Julius Caesar** ***/####
960 stunning counters giving each type of fighting unit of Marian Rome, 3 double sided maps, 30 legions using the Marian cohort system, with each cohort rated either veteran, recruit, or conscript. Every major battle of the Roman Civil War is covered, including Pompey, Marc Anthony, Julius Caesar, etc. Battles include Pharsalus in Thessaly, between Caesar and Pompey, Munda in Spain, Pompey with 13 legions against Caesar's crack 8 legions. Thapsus in Africa, with Scipio & a Numidian ally against Caesar, etc! **$90.00**
Dictator: Julius Caesar Module # 1
Rules, scenarios, & a new full color counter sheet, allowing two new battles to be fought: Vercellae in 101BC with Consul Marius against the Cimbri under King Boerix; & Chaeronea in 86BC,, Consul Sulla against Archelaeus. **$30.00**
Jugurtha: Julius Caesar Module # 2 Has the battles Muthul River 109 BC and Cirta 106 BC with Romans versus numidians. **$36.00**
Phalanx You can`t get GMT`s Alexander anymore, but for those who have it, this expansion has the battles of Sellasia 221BC & Mantinea 207 BC. **$36.00**
Players Guide to SPQR You can`t get SPQR anymore, but for those who have it, this is the 72 page player`s guide. **$30.00**

RIO **Lionheart (Lowenherz)** */#
The king lies near death and the princes are all vying to succeed him. To do so, a prince must accumulate power. They do this by controlling territories. Each begins with 3 castles, and each turn must choose between adding borders around new territories obtained, placing new knights, or saving gold. A visually appealing game with 100 plastic walls, plastic castles and knights, 112 cards, 6 map pieces. **$80.00**

AH **Machiavelli** **/#
A grand strategy game of power politics set in Renaissance Italy during the late 15th and early 16th centuries. The game is built upon the elegantly simple system and mechanics of *Diplomacy*, but also adds sieges, bribes, garrisons, finances, rebellions, assassinations, and natural disasters such as the plague and famine. Mounted 22" x 32" mapboard, 520 counters. **$70.00**

AH **Maharaja** **/#
A 3 to 5 player game of 3000+ years of Indian History beginning with the Aryan invasions from the north and ending with the unification under British rule. In this sister game of *Britannia*, each player controls several nationalities. 2 sheets of counters, a stunning 22"x24" mounted mapboard, rules, historical notes, 17 victory point cards, 35c. **$65.00**

AH **Republic Of Rome** ***/####
An enjoyable, deceptively engrossing card `n' counter game for 3 to 5 history buffs, each representing a faction of influential Senators vying for the Consul-ship of Rome. Players ruthlessly compete for influence & popularity, using means both fair & foul. These unscrupulous cliques must also cooperate somewhat to ensure that Rome doesn't succumb to military conquest, or to restless mobs. **$85.00**

GMT **Samurai** ***/####
Fifth game in the SPQR series. This game covers all the major battles of the Sengoku Jidai, the Age of Warring Daimyos, in the 16th Century. There is a revamped command system that simulates the clan oriented levels of leadership, plus simplified shock and fire mechanics. Includes counters of individual samurai who can challenge opponents to collect honor, and if you ignore the challenge you can lose honor and be forced to commit seppuku. Battles include burning castles, thunderstorms, volley-firing musketeers, & are: Okehazama, Anegawa, Kawanakajima, Mikita-ga-Hara, Nagashino and Sekigahara. 850 counters, two backprinted 22x34" maps, rules, scenarios, etc. **$90.00**

GAM **Samurai Card Game** **/#
Become a samurai warrior in the Sengoku period (1467-1568), seeking to gain honor by serving a feudal warlord, his daimyo. Should he follow the honorable paths of loyalty and swordsmanship, or the dishonorable but powerful way of treacherous ninjas and gunpowder weapons? Each game is a unique test of strategy. For 3 - 6 players, ages 10+. With simple rulebook, score counter, 6 dice with clan emblems on each face, two decks of cards with stunning art. **$39.95**

MB **Samurai Swords** */#
Milton Bradley has re-released *Shogun*, now re-titled *Samurai Swords*. This is one of the best multi-player games ever produced. For 2 to 5 players, the time is the mid-16th century, the Age of War in Japan. Five formidable warlords prepare for a climactic clash of arms. Their weapons are secret strategies, sneak attacks and deadly samurai warfare. Their goal? To crush the enemy and earn the exalted title of Shogun. Only one can succeed! You have three daimyos leading field armies, garrisons, you can build castles, fortifications or more troops, hire ninja, but be on the watch for those backstabs! With a beautiful mounted mapboard of the whole of Japan, 406 plastic soldiers, plastic money, army cards, production secrecy screens, simple to follow rules, plastic swords, 72 domain cards, etc. Note special price. **$69.95**

AH **Successors** **/#
The time was 326BC, and Alexander the Great had just died. Alexander had made no provisions for an orderly succession, so in a short time his Macedonian generals would be fighting among themselves to control his vast empire. A 3 to 4 player game. The beautiful mounted mapboard stretches from Europe to Persia. Each player commands two or more of the 11 generals. With 64 playing cards, mutiny, assassins, sieges, naval combat, defections, 3 counter sheets. **$99.00**

COA **The King's War** **/##
A two player operational simulation of the English Civil War. Each leader has his own individual rating, which influences all aspects of game play. The map is of all England and Wales. Each player maneuvers his forces and attempts to defeat his opponent by controlling his strategically important recruiting areas while at the same time denying the enemy access to his own. With seven scenarios and the Grand Campaign. 500 counters, 22x34" map, player aid maps, charts, rules. **$60.00**

MAY **The Settlers of Catan 2nd Printing** */#
This medieval boardgame is the most popular board game in Australia at the moment. In this game, groups of settlers try to become the dominant group on the remote island of Catan by building settlements and cities across uncharted wilderness. Each player tries to guide their settlers to victory by clever building and trading. Building is based on resources that you gain based on where you build and the roll of the dice. This combination of strategy and luck makes Settlers an excellent game for players of all skills. With 37 geo-morphic hexagons, 120 raw material cards, 36 development cards, 4 colors of game pieces, 18 counters and dice. Thoroughly recommended. **$75.00**
The Seafarers of Catan In this expansion, you control a group of seafaring settlers exploring and taming the unchartred Isles of Catan. Build ships, chart nearby waters, establish productive sea lanes, discover far-off mines. With 14 new edge pieces, 24 new hexagons including 12 water and 12 land, 60 wooden ships in four colors, 12 harbor tokens, 18 chits, rules. **$75.00**

MAY **The Settlers of Catan Card Game** */#
Settle Catan! You begin play with a small principality and two settlements worth two victory points. Victory is achieved when you have 12 points. Just as in the boardgame, the player`s job is to embark on a quest to dominate the land. Players earn a victory through clever trading and cunning development. Players use combinations of resources to purchase development cards, roads, settlements or cities. Has 120 beautiful cards, special dice, two wooden tokens. Very nice! **$42.50**

Napoleonic Era

OSG **1806** **/##
Napoleon`s Jena-Auerstadt Campaign. Uses Six Days of Glory rules system, nine scenarios from engagements to the full campaign game, two 22x34" maps. 280 counters, OB displays. Can you as Napoleon defeat the Prussians & Saxons? **$90.00**

COA **1807: The Eagles Turn East** **/##
1807: The Russians have abandoned Warsaw with the French in hot pursuit. Napoleon knows that he is 400 leagues from Paris and on the threshold of a hard, eastern European winter, but he must have the opposite bank of the Vistula River if the campaign to be launched in the Spring is to have its best chance of success. He orders Lannes to cross over...with 400 counters for every major commander individually rated, brigades, divisions, corps, artillery, cavalry, & infantry. **$75.00**

MiH **A FAMOUS VICTORY** **/###
John Churchill, first Duke of Marlborough, was the greatest soldier produced by the British Isles in modern history. This game features his first two stunning victories fought during the War of the Spanish Succession, being: Blenheim in 1704, and Ramillies 1706, two great musket and bayonet battles. Battalion/regimental units. 720 two sided counters, 22x24" map (one map on each side). **$60.00**

AH **Blackbeard** **/###
An extremely fast paced 1 to 4 player game of the high days of pirates. You command several historical pirates and King's Commissioners. Fast Action cards bring merchants over the horizon, or ports to be sacked or plundered. But all manners of ill fortune can get in the way, such as warships, storms, scurvy, mutiny, etc. 2 mtd mapboards, 16 page rulebook, 64 cards, 8 ship logs, 2 counter sheets. **$85.00**

GUS **BORODINO** **/###
Another stunning Napoleonic game by Games USA, this one featuring one of the most exciting battles of that time - the titanic clash between Napoleon and the Russians at Borodino in 1812. Giving a 'miniatures feel`, the counters of divisions are 1" by ½", with area movement on the map, so your units look like divisions arrayed in line for battle. With four scenarios, including the full battle. Back printed counters showing infantry and cavalry in line, artillery batteries ready for action, and national flags for leaders, providing fog of war. With 340 counters, 18"x25" map. **$43.00**

COA **Close Action - Fighting Sail** ***/##
The Age of Fighting Sail. Allows you to captain a ship of the line in 24 scenarios spanning the years 1780-1815, with ship versus ship to fleet actions. Covers the American War of Independence and the War of 1812, & the bitterly contested wars of Napoleon. Range attenuation and damage charts allow assessment and allocation to occur in real time. With 70 colorful ship counters, 140 status markers, charts, tables, maps, rules. **$70.00**

COA **Courtisans of Versailles** */#
This is a popular European boardgame printed in English by Clash of Arms. For 3 – 6 players, ages 8 and up. You are a courtier of the court of the French King, set against the backdrop of Versailles. You will successively play the part of several members of a noble family. You want to acquire honor and wealth by ingratiating yourself with the royal family. But the other players will try to embarrass you and have you sent to Bastille! With 110 cards, 2 figures, game board, etc. **$90.00**

AH **Empires In Arms** ****/#
A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship & war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterised this bloody era. Contains 1008 counters & two 25"x35" maps. The 48 page rulebook covers suing for peace, foraging, sieges, trade revenue, Spanish gold, civil disorder, levies, guerrillas, etc! A magnificent multi-player simulation of great scope & grandeur with 5 scenarios & 4 campaigns. **$80.00**

COA **Jena** **/##
1806AD. With five scenarios that span the opening engagement of Saalfeld through the incredible French victories of Jena and Auerstaedt. The Campaign Game opens with the French corps exiting the mountains of Franconia and Thuringia. With 3 34"x22" maps, 420 counters, rules, combat chart, offboard movement track. **$50.00**

COA **La Bataille de Corunna-Espagnol** ***/##
1809, January 11th. A very much worse-for-ware British army straggles into the port of La Corunna. But what really matters to Sir John is that the fleet has not yet arrived. Can Sir John buy enough time on the field of battle to allow his army to embark upon the ships when they arrive? With 3 scenarios, 34x44" map, 200+ colorful counters, rules, historical commentary, etc. **$30.00**

COA **La Bataille de les Quatre Bras** ***/##
The second game in the Waterloo series. This reproduces that fateful afternoon on one 34x22" period map with nearly 600 counters. Marshall Ney is given command of the left wing of the Armee to pursue English troops spotted near Brussels. He launches a drive for the Belgian capital, but first must seize the all important cross roads at Quatre-Bras, knowing that somewhere in the tall rye and light woods ahead waits the Duke of Wellington and thousands of English and Allied troops. **$70.00**
The Art of War Magazine # 27/28 Clash of Arms magazine. This issue contains a Supermarina scenario, Etudes Militaries Nr 6, Annex F for Harpoon, an article on The King`s War, a counter sheet that gives Alexander`s army to fight Napoleon in the game *La Bataille de Mont St Jean*, etc. **$9.00**

COA **Regulations of the Year XXII**
This rulebook is the Standard Rulebook, Fourth Edition, which may be used with all *La Bataille* games. This rulebook is a guide to tactical warfare in the early Nineteenth Century. Covers all rules, counter types, terrain types, manoeuvring, etc. 60 pages + combat charts. **$20.00**

COA **Leuthen** ***/##
It is December 1757. Under threat from losing Silesia, Frederick marched his remaining army of 40,000 men composed of Rossbach veterans and Breslau survivors against Charles` nearly 60,000 polygenous force of Austrians, Hungarians, Imperials, Bavarians and Wurttembergers. This became Frederick`s greatest victory. Unit scale is infantry battalions, cavalry regiments, artillery "sections." With rules, 40 page battle rules book, 4 maps, 200 colorful unit and leader counters, 280 markers, etc. This is a special limited edition. **$99.00**
$27.00

COL **Napoleon** **/#
Napoleon, former Emperor of France, had returned from exile on the island of Elba, again seized power, quickly assembled an army, and marched to face the British and Prussian armies preparing to invade France. This is where the game begins. Has a full color mapboard 22" x 17" of southern Belgium. All three armies maneuvre about this board which uses a point to point movement system. The units are 84 wooden blocks with a sticker facing the player, for Fog of War. **$45.00**

OSG **Napoleon at Bay** **/##

It is February 1814, with the outnumbered French holding the river lines. Napoleon cannot be everywhere, and the Allies will soon be at the gates of Paris. With two 22x32" maps, 360 counters, seven scenarios plus 31 turn monster campaign, pitched battles can last many rounds, you can force march in the enemy turn, etc. **$90.00**

COA Napoleon at Leipzig **/####

His Grande Armee shattered on the Russian Steppes, Napoleon tries to regain the initiative in Germany. His erstwhile allies Prussia and Austria turn traitor and attack him. His most stolid foe, Russia, sends its massive army lumbering across the Vistula River into Europe proper. Even Sweden has joined them. Draining every reserve the French Empire has left, he prepares to meet them. With three levels of play, excellent for solitaire or up to 8 players, 360 colorful counters, great maps, etc. **$45.00**

S&T187 Risorgimento, Italy 1848 **/##

The 4th game in the Wars of the Imperial Age series, the Italian 1848 War began against the Austrian army with the 5 Days of Milan, as the Italians arose in revolution. 280 counters represent brigades, divisions & corps. Scenarios cover battles fought in 1866, 1848, and 1859. **$30.00**

PAR Risk Deluxe */#

Without doubt one of the most popular and famous board games, this deluxe version of the game is well worth the investment. Set in the Napoleonic era, 3 - 6 players each begin with the world equally distributed amongst themselves. Players then distribute their battalions upon those world areas they own, placing one or more battalions on each area. Each player is also given a secret mission card. Combat is very simple, merely one dice thrown per battalion you have in combat in that area. With a large, colorful mounted mapboard, mission cards, land cards, 300 plastic figures. **$70.00**

GMT Saratoga */####

1777 and the British under General Burgoyne march south from Canada to assault the Americans under Arnold. As the British, do you assault the American prepared positions or try to go around their flank? As the Americans, do you sit in your defenses and wait, or sortie out to meet the British in the woods where their artillery cannot help. Features 5 minute set-up, army morale track, rifle armed units, leaders, basic, advanced, and optional rules. 88 counters, beautiful 22x34" map. **$55.00**

JUM STRATEGO */#

One of the best mass-market wargames of all time, up there with Chess and Risk. Stratego is a two player game set in Napoleonic times. Each player has 40 plastic pieces, with one Marshall, one General, multiples of lower ranks including Majors, Sergeants, Bombs and Miners, one Spy and one Flag. Your opponent only sees the back of your pieces, only you know what they are. There is no luck involved. Each turn you move one piece. When you want to attack another piece, you each turn your piece around. The higher rank wins, and the lower rank is removed. Same ranks kill each other. The Spy is killed by anything, but he can kill the enemy Marshall. Bombs kill everything except for Miners. Your objective is to kill the enemy Flag - that's the only way to win. The game comes in several formats, as below:

Stratego Travel **$25.00**

A small travel version in a sturdy plastic case & click-in pieces. The ranks are numbered 10 down to 1 on the actual pieces, making combat quicker to resolve. A "10" kills a "3" for example.

Stratego Compact **$30.00**

A small boxed set, with small mounted 10.5" x 10.5" mapboard, plastic pieces which clip into plastic bases.

Stratego Original **$50.00**

This is the version I own. A 19" x 19" mounted mapboard and 3D plastic pieces of little castles with the soldier's picture.

Stratego 4 **$80.00**

This is four or three player Stratego - and with a few changes! The mounted mapboard has two sides - one for 3 players and one for 4. The 3D plastic pieces have the numbered soldier's rank inside them, so enemy on your flanks can't see the rank.You have 20 pieces each. There is a two level plastic fortress in the centre of the board, and you must carry your flag to the top of the fortress - and keep it there - to win. Other players can capture your flag and carry it away too. Any piece can carry the plsatic flag. Cannons (you have two) can be fired only once each, with of range of 3 squares and a clear line of sight - but whatever they shoot at dies. The new rank of Captain can move 2 squares, like Scouts. You also have a "Promotion Card". After you have recorded 6 kills of enemy pieces, you can get back one of your losses. With a 19" x 19" double sided mounted mapboard, 80 3D plastic pieces, 4 plastic flags, plastic fortress. **$80.00**

DEC The '45 **/##

Bonnie Prince Charles' attempt to grab the English throne resulted in him overrunning Scotland and marching to London, but the battle of Culloden smashed all hope. This game features an accurate order of battle, the game features scenarios that allow players to examine the campaign at six important turning points. The unit scale is regimental with detatched companies. The map is point to point movement. 352 counters, map, etc. **$55.00**

OSG The Emperor's War 1805-1815 **/#

One of the best games of Napoleon's battles that I've seen. Features a beautiful full color area-movement map of the whole of Europe, including Turkey, France, Prussia, Austria, Russia, Spain, England, etc. Two to seven players vie for dominance of Europe between 1805-1815. On land, the units represent divisions of cavalry and infantry and massive grand batteries, while at sea each ship represents a squadron of sailing vessels. When opposing land armies meet for battle, the units are deployed on a battlemap, like a small miniatures game. 560 color counters, play aid cards, 22x34" map, game money, etc. **$99.00**

DEC The Sun Never Sets **/##

Three separate games of the major wars fought by the British to expand their Empire in the 19th Century. Players can march to the far flung frontiers of British civilization, engage vast hordes of natives, and plant the British flat in Khartoum, Peking, and Ulundi. The three campaigns are March to Peking, with Britain and France in 1860 taking on the Chinese; Zulu War with the British against the Zulus in 1879; and The Sudan, with three scenarios of General's Gordon and Kitchener taking on the African Mahdists. With 2 34x22" maps, 620 counters. **$65.00**

GMT The Battles of Waterloo **/##

Modern warfare's most famous battle. Do you try to take Hougomont? Where and when do you commit the reserves? And what do you do with the Prussians? The game features the most stunning Napoleonic counters I have seen, and features five scenarios. Features rules with a historical flavour. 480 counters, 3 double printed maps. **$80.00**

AH War & Peace **/##

In 1804 Napoleon Bonaparte was made Emperor of France by self-coronation. Incensed by this outrageous affront to the legitimacy of their royalist governments, the European monarchies branded Bonaparte an outlaw and plunged the continent into a decade of war. This epic conflict is recreated in nine moderate-complexity campaign scenarios plus a multiplayer 1805 to 1815 Grand Campaign! Components includes a 44"x16" mapboard and 1040 counters featuring France, England, Austria, Prussia, Russia & Spain, plus 19 minor allies. **$60.00**

COL War of 1812 */#

In July 1812, the young American Republic sought to redress grievances against Britain by declaring war and invading British territory (Canada) to the north. After a bitter thirty month struggle known as the War of 1812, the conflict ended in a negotiated stalemate. With a full color 32"x11" period map with town to town/lake to lake movement system; 50 wooden pieces with a sticker on one face to give fog-of-war, simple rules. **$36.00**

AH Wooden Ships & Iron Men **/#

An excellent tactical simulator of naval warfare from 1776 to 1815 - where two players can partake in a single ship duel, or multi-players can slug it out in a complex fleet engagement. The mechanics utilise ship logs & simultaneous hidden movement to superbly recreate the spontaneity & unpredictability of ship to ship combat. With 27 scenarios, a 22"x28" mapboard & 180 counters. Recommended! **$60.00**

American Civil War

SG Bloodiest Day: Battle of Antietam **/####

Featuring a beautifully handpainted 22x34" mapsheet, this game is based loosely upon the *Turning Point at Stalingrad* system of area movement. Uses alternating impulses to capture the ebb and flow of Civil War battle as attack and counterattack build to a crescendo of combat. Units are brigades, half brigades, and supporting artillery. Players must think in terms of getting their corps comanders to commit their brigades and divisions to the right place at the right time - there is no micro-management. 176 counters, represent this hard fought battle in 1862, which sees the end of Lee's invasion of the North. **$60.00**

COL Bobby Lee **/#

Another excellent wooden-block game from Columbia Games. This game brings to life the American Civil War from 1861-65, covering the war in the east between Richmond and Washington. You can fight a campaign or five scenarios covering First and Second Battles of Bull Run, Antietam, Fredericksburg, Gettysburg, etc. With a stunning hex based full color 22" x 25" mapboard, 84 wooden counters with stickers, etc. Once enemy units both occupy the same hex, a battle is resolved using a full color battlefield map, with left and right flanks, centre, and reserve, for both players. **$52.00**

GMT Glory */####

Covers three battles, First Manassas, Second Manassa and Chickamauga. The game system combines sophistication with ease of accessibility - the rules are less than 8 pages long, with almost no charts. The scenario booklet includes unit deployment, very few optional rules, and specific victory conditions; high suited to solitaire play, and all battles occur on single maps. 400 counters, 2 x 22"x34" maps. **$70.00**

COA Lees Takes Command **/##

A two player simulation of the Seven Days Campaign of 1862 that broke McClellan's siege of Richmond. This event shattered Union hopes of ending the war quickly and gave birth to the legend of Lee and his invinsible Army of Northern Virginia.. Includes a 22"x34" map, 240 counters, two rulebooks, player aid cards. **$37.00**

AH On to Richmond **/##

The 6th in the Great Campaign series. The Civil War has been raging for over a year and neither side is close to a victory. This game covers the Peninsula Campaign, April - June 1862. Includes 8 scenarios and an entire campaign. **$80.00**

COA Summer Storm **/##

Recreates the climactic week of action that decided the month and a half long Gettysburg campaign in 1863. With a unique system of command points and divisional activation chits. With four lovely hand painted tactical maps making a total area of 51x44", plus two doubleblind operational maps, each 17x22", 980 counters, full color order of battle charts, scenarios,, historical commentary. **$130.00**

COA The Army of the Heartland **/##

During the four bloody years of the American Civil War, many of the most important campaigns occured in the West, the "heartland" of both sides. It was here that the rebel Army of Tennessee poured out its blood: Johnston bleeding to death in a Shiloh peach orchard...the fruitless victory at Chickamauga. With over 90 individually rated leaders, 560 counters, two 34" x 22" maps, nine scenarios plus campaign. **$60.00**

GMT The Three Days of Gettysburg ***/##

This game is the most stunning American civil war game I have seen. The game concentrates on the use, effects, and personalities of battlefield command, and on the tactical difficulty in maneuvering such large numbers of troops and bringing them to bear tellingly on the enemy. Includes a staggering 1,680 beautiful counters, 3 22"x34" maps, 7 scenarios. Very playable. **$99.00**

SG They Met at Gettysburg **/####

Featuring a beautifully handpainted 22x34" mapsheet, this game is based loosely upon the *Turning Point at Stalingrad* system of area movement. Uses alternating impulses to capture the ebb and flow of Civil War battle as attack and counterattack build to a crescendo of combat. Units are brigades, half brigades, and supporting artillery. Players must think in terms of getting their corps comanders to commit their brigades and divisions to the right place at the right time - there is no micro-management. 352 counters represent this three day battle, the bloodiest ever fought in America, which saw the defeat of the Confederate army. **$60.00**

World War One

COA Africa 1880 */#

A stunning boardgame by Clash of Arms. Relive the African colonial adventure! Between 1880 and 1914, European nations fiercely raced to gain control of the "dark continent". Each player represents a nation exploring and colonizing Africa. The success of their adventure, however, has more to do with intrigue in the luxurious parlors of the embassies than hacking through the jungle. Negotiating alliances and declaring war are what change the face of the world! With 22 resin-cast, stained miniatures, 180 counters, a stunning mounted mapboard of Africa, and rules. Nice, simple rules! **$100.00**

AH Diplomacy */#

A classic boardgame of abstract grand strategy, where 2 to 7 imperialistic nations try to carve out niches for themselves in pre-WWI Europe. The game's dice-free mechanics are simplistic in design, allowing players to immerse themselves in the machiavellian politics of empire building. Military successes will still win the day, but only if built upon prudent diplomatic machinations. **$65.00**

COA Home Before the Leaves Fall ****/###

This is the best and most comprehensive WWI wargame ever released. The game covers that fateful summer of 1914, when the German Empire made its strongest bid for victory in the West. In addition to the grand campaign game, scenarios highlight specific army actions during the battles for the Frontiers, the Retreat from Mons, and the Miracle of the Marne. Units represent battalions, regiments, brigades, and divisions which in turn comprise corps and armies. 3,080 beautiful counters feature full color period national symbols and heaps of unit detail. Also has two 34"x22" maps, 24 army charts and displays, standard rulebook, exclusive rules and scenario book with historical commentary. **$124.95**

COA Landships */##

Covers the Great War at grand tactical level. The 420 counters represent infantry platoons and cavalry squadrons, or a single tank or artillery piece. Each turn is around five minutes and each hex on the eight geomorphic map sections is 100 meters. Easy to play rules with over 20 scenarios get you playing right away. Trace the story of combat from the simple slaughters of 1914 to the sophisticated combined arms offensives of 1918.. **$45.00**

The Art of War Magazine # 25 Advanced Rules for Landships. **$4.00**

GRD March to Victory ****/###

This war to end all wars was fought in the dawn of new technology that laid waste to vast empires and their armies. Virtually all our modern weapons were first used in this war. The tactics were not. Mass attack resulted in mass destruction. The Great War with Europa rules, from 1914 to 1916, on the Western Front! 16 miles to a hex, two week turns, naval and air power is represented. Basic formation is at divisional level, with regiments, brigades and battalions. Two half maps, one full map. 3,360 counters of Germans, British, French, Dutch, Belgians, Swiss, Italians, Austrians, etc. Central Powers; Entente and Neutrals OB books. Lots of scenarios. Off maps strategic operations. **$185.00**

S&T186 Over the Top! **/##

General Von Kluck's German First Army was to sweep through Belgium and northern France to trap the Allies in Paris, but the Battles of Mons and the Marne, in 1914, put paid to the German strategy. Map and 280 back printed counters **$22.00**

S&T180 Reinforce the Right! 1914 **/#

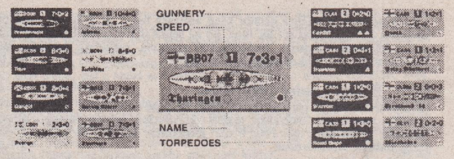
A game for two players based on the opening campaign of World War One in 1914. One plays Germany, and the other French, British, and Belgian units. Can you as Germany bring to completion the Schlieffen Plan to reinforce the right sufficiently to take Paris? Can you as the Allies stop this from happening? 280 counters, large map of Belgium, France, & Germany **$27.00**

AP The Great War at Sea Vol I **/##

This is the most stunning WWI naval wargame I have seen. With gorgeous full color counters of ships that fought in the Mediterranean from 1911 to 1918 from the countries France, Russia, Austrai-Hungary, Turkey, Germany, Great Britain, Italy, and Greece. Players plot the movement of their fleets on the strategic map in advance. When opposing fleets meet, play moves to the battle map where ships maneuver and fire on each other with guns and torpedoes. More than 50 scenarios recreate naval actions in the Mediterranean, and range from small actions to a massive campaign game covering the whole war in that theatre. With 8 pages of rules, 280 ½" inch counters and 180 1" counters, three maps. Fantastic. **$80.00**

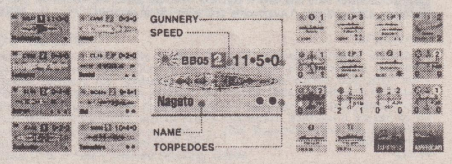
AP The Great War at Sea Vol 2 **/##

The complete World War I Northern Sea War, including the North and Baltic Seas. With stunningly beautiful counters. For four long years the British and German fleets warily eyed one another across the cold, chilly gray of the North Sea. Only once they came to blows. Can you break the deadlock of the Great War in a single afternoon? Fleets maneuver on the strategic map, and battle on the battle map. With more than 50 scenarios including the Battle of Jutland. 670 counters, 8 pages of rules, 24 pages of scenarios. Thoroughly recommended. **$95.00**



AP The Great War at Sea Plan Orange **/##

What would have happened if the USA and Japan had gone to war in the early 1930s? When their carriers were equipped with bi-planes only? The US developed the Navy Plan Orange to deal with such an eventuality. Now you can pit the 1930 US and Japanese fleets against each other and find out what would have happened. Scenarios include small engagements up to a Jutland sized battle. With 210 stunning counters, 2 maps, 8 page rules, 12 page scenarios. **$60.00**



S&T192 The Great War in the East 1914-18 **/##

The battles that raged on the Eastern and Italian fronts of World War I had effects so broad and far reaching that they are felt in the world today. The result of these battles- of four years of total war-were that the great imperial hegemonies – German, Austro-Hungarian, Russian and Ottoman – were dead, and that from their ashes was to emerge communism, fascism and the origins of decades of conflict. With a beautiful map and 400 back printed counters. **$36.00**

SPW The Schlieffen Plan **/####

As WWI begins, German general von Schieffen envisions a powerful group of German armies quickly moving through Belgium and northern France to attack Paris from the rear, while weaker forces protect the German border with France. But the Belgium armies resist, and Britain sends forces to help Belgium and France. This is your chance to see if you can do better. 560 double sided counters. **$60.00**

PAN Warlords **/#

An entertaining multi-player (3 to 7) wargame of social turmoil and military expansionism set in the faction-torn provinces of China from 1916 to '50. The simple mechanics include such things as famine, revolts, foreign aid, guerrilla warfare, & taxation. Victory is dependent upon how well one dominates inter-player skills such as bribery, coercion and negotiation. **$2.00**

World War Two

AH Atlantic Storm **/#

From September 1939 through May 1943, the German Wolf Pack submarine force sank 2,452 Merchant Marine vessels carrying 13 million tons of needed war materials for Great Britain. Includes two decks of cards, one with 40 historical convoys, the other being 112 cards of the forces of the two opposing sides. Even the Bismark and the Hood are included in the game, as both players fight battles over the 20 convoys that sail in each game. The cards feature stunning artwork with B&W photos of ships, subs, aircraft, weapons, leaders, etc. A great looking game with nice short rules. 2 to 6 players. **$54.00**

MB Axis & Allies **/#

A rather big game of global grand-strategy for 2 to 5 players. Beginning in 1942, the five world powers must expand their territory to deny the enemy land, as well as increase their vital industrial resources to thus increase armament production. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19"x33" mapboard and 299 plastic minatures representing infantry & tank armies, carrier task forces, destroyer flotillas, sub packs, fighter & bomber squadrons, AA divisions, etc. This is a great game where you can happily quaff the Vic Bitter and still win! Recommended. **$90.00**

The World At War By Xeno Games, this is a deluxe *Axis & Allies* expansion. Gives new rules that allow for more realism to the game and actually starts the game in 1939. These rulesmay be used with either 1st or 2nd ed A&A. This boxed expansion comes with 238 plastic playing pieces in four colors, and a 18"x30" full color map that is very easy to see where all the countries etc are. More territories have been added, the Germans can build SS troops; there are rules for cruisers, and the Japanese can do Banzai charges. There are rules for paratroopers, and beware! Those minor countries are now fully armed! **$75.00**

A&A Accessories By Table Tactics, contains 275 new plastic pieces and instructions. New pieces include heavy fighters, jeeps, jetfighters, land mines, landing craft, superbombers, V2 rockets **$60.00**

Central Powers By Table Tactics, contains 200 new plastic pieces and instructions. New pieces include MGs, artillery, AT guns, WWI tanks, Half tracks, cruisers and destroyers. **$60.00**

New World Order By Table Tactics, contains 200 new plastic pieces and instructions. New pieces are for modern day combat, including helicopters, jet fighters, tanks, APCs, hovercraft, etc. **$60.00**

Spanish Civil War This variant includes two light card B&W maps of Spain, plus limited rules. You need A&A pieces and rules to use. **$20.00**

JED Europe at War */####

A low complexity grand strategy game where 1 to 4 players direct the eco-nomic & military growth of a European power from 1941 to '45. Features 282 counters representing leaders, infantry armies, armoured corps, elite forces, aircraft & naval assets, plus three 8"x22" mapboards. The rules cover the influence of the naval war & Japan, as well as A-bomb development & political variants. **$20.00**

XEN Europe at War */####

By Xeno Games, this magnificent game of WW2 in Europe & North Africa is in the league of *Axis & Allies*. With 290 plastic pieces in 6 colors, representing infantry, tanks, artillery, fighters, bombers, merchants, transports, battleships, escorts, carriers & subs. The rules are short and simple too! The game starts in 1939 with the invasion of Poland, and continues until one side wins. Two to five players can play, controlling between them the countries France, Britain, Poland, Russian, USA, Germany, Italy, Rumania, Hungary, Bulgaria, & Finland. All the minor powers are represented too, including Greece, Portugal, Switzerland, Turkey, etc. Players receive income to buy new units, they can develop technology; you can deliver armored breakthroughs, aircraft can be used for Air Cap, Tac Air Support, Strategic Bombing, or Air Transport. You launch amphibious assaults, send convoys, there are fortifications. There are 15 fields of technology, including A-bombs, rockets, armor, submarines, etc. Also has 119 counters, full color 24x36" map, 70 mini poker chips. Very thoroughly recommended! **$80.00**

Russia at War This expansion includes new charts and set up for a 1941 starting time, additional Russian playing pieces, additional German and Italian pieces, additional pieces for partisans and neutral countries, printed play money, etc. **$45.00**

GMT INVASION SICILY 1943 **/###

Step into the shoes of Patton and Montgomery to lead Allied forces into Sicily in the largest Allied amphibious invasion of WWII. The Germans resisted the Allies for six weeks before being overwhelmed. Can you do better? With four scenarios, and the option to use different invasion strategies. 240 counters, 22x34" map. **$60.00**

DEC KRIEG **/####

WW2 in Europe as an engaging game for 2 or 3 players. Of modest complexity with high solitaire potential. Can Britain form an effective coalition? Will Stalin break the Nazi-Soviet Pact? With economics and diplomacy resolved through card play, this game features plenty of intriguing twists and turns. This game is the old fashioned "pre-rules-lawyer" style of game, an old fashioned panzer pushing good time. With 420 counters for all major beligerants of Europe, 2 34x22" maps, etc. **$70.00**

GMT Operation Mercury **/####

The Allied forces have retreated to Crete, and Hitler must take the island a.s.a.p. so that the Allies cannot keep airbases there, as it is May and the invasion of Russia was set for June. So he sends in his crack Paratroop units and a Mountain Division. Includes 400 counters, including Australia and New Zealand, 2 22x34 mapsheets, dice, etc. $60.00

AH **Squad Leader 4th Edition** ****/#
An award-winning & popular tactical game of small-unit combat in Europe. 712 counters representing individual leaders & vehicles, infantry squads, support weapons, fortifications, etc. Four 8"x22" mapboards. Includes 12 scenarios, plus comprehensive skirmish rules. $70.00

Cross of Iron An east-front expansion for *Squad Leader* that features a restructured armor and artillery system, as well as new troop types (eg elite) and support weapons. Includes 8 scenarios, an 8"x22" mapboard, 1096 counters. $55.00

Crescendo of Doom Introduces the troops, vehicles and equipment of France and England to the system, as well as a host of minor nationalities, including Poland, Belgium & Finland. With many new rules, 2 mapsboards, 1324 counters. $65.00

GI: Anvil of Victory Its the Americans, plus revised infantry counters for the other combatants. And naturally it contains more advanced rule additions, plus 14 scenarios, 1568 counters, 5 mapboards, and some terrain overlays. $80.00

COL **Victory: The Blocks of War** **/#
An absolutely stunning new game from Columbia Games, using their excellent wooden blocks to create fog-of-war. Featuring a mythical map, this is a fast paced strategy game. You command a variable force of army, navy, and air units, over four geomorphic maps that can be joined together in a variety of ways. You can choose from ten WW2 unit types including fighters, bombers, carriers, battleships, armor and infantry. 100 wooden counters with great new graphics; 4 16"x11" mapboards. Each wooden block has 4 steps, each being one division, 100 planes, battleship, etc. $75.00

Victory: Desert/Canal Mapset Contains a desert map and a canal map. Each full color mapboard is geomorphic and 16"x11". $18.00

Victory: Island Mapset Contains two island maps, each with two coasts. Each full color mapboard is geomorphic and 16"x11". $18.00

Victory: Ocean Mapset Contains two ocean maps, one with islands, the other with two coasts. Each full color mapboard is geomorphic and 16"x11". $18.00

Victory: Standard Block Set Contains 50 extra wooden blocks of one color and 50 unit stickers, which are 8 Fighter, 4 Dive Bomber, 4 Hvy Bomber, 4 Subs, 4 Battleships, 4 Carriers, 4 Armor, 2 Airborne, 4 Marine, 12 Infantry. Available in four different colors, please state which you want: Green, Blue, Red, Gray. (Green & Grey Block Sets let you have 3 or 4 players in a game, and come with a scenario.) $22.00

Victory: Elite Block Set Contains 50 extra wooden blocks of one color and 50 new unit stickers, which are 4 Jetfighters, 4 Torpedo Bombers, 4 Medium Bombers, 6 Destroyers, 4 Cruisers, 4 Elite Armor, 4 Artillery, 4 Mechanised, 2 Mountain, 2 Engineers, 2 Marines, 4 Supply Units, 6 Resource Units. Available in four different colors, please state which you want: Green, Blue, Red, Gray. (Green & Grey Block Sets let you have 3 or 4 players in a game, and all come with a scenario.) $22.00

ADG **World In Flames Deluxe 6th Edition** ***/####
Award-winning Australian game. A strategic level game of the Second World War. Seven full color maps portray all the theatres of war: Europe, Russia, Africa, the Middle East, India, Asia, the Pacific, the Atlantic, and more importantly, Australia. 3,400 full color counters represent the armies, corps, and divisions, the aircraft carriers, battleships, cruisers, and air groups that took part. Players make strategical decisions that decide the fate of nations. What forces to produce, where to commit them, and when and how? This final edition has new, graphically stunning maps and counters. The maps have larger hexes with the most accurate terrain yet seen in a strategic game. This deluxe version includes Ships in Flames, Planes in Flames, Asia Aflame, Africa Aflame, and Mechs in Flames. All their rules have been revised, simplified and incorporated into the main rules. With scenarios and campaigns. Thoroughly recommended. $169.00

World In Flames Classic Basic edition. $80.00

Afa/AsA Update Kit Replaces Africa Aflame and Asia Aflame for all players of World in Flames~the Final Edition. It contains new counters, and the revised maps are now of the same stunning quality as WiF~the final edition. Has 400 counters and maps for Africa and Scandanavia. $39.00

DAYS OF DECISION II A game of politics and war during the volatile years 1936-46. You, as leader of one of the nine major world powers, must guide your country through these dark and difficult times, pitting your wits against the other world leaders to ensure that your ideology holds true and your country is victorious. With 800 counters, large map, rules, charts. $70.00

PLANES IN FLAMES GOLD EDITION (With over 20 new aircraft types) Contains 600 new aircraft counters (plus more AA units, V-Weapons, the A-Bomb, & Chinese garrison units) - covering every major plane of WWII, and all individually rated. Includes new WIF rules such as pilot training, lend-lease, carpet bombing, , 5th Ed. WIF errata (!), etc. Special $10.00

ASIA AFLAME Gold Edition Contains 200 double sided full color counters, 236mm x 584mm of central Asia, 175mm x 294mm map of Scandinavia, and 8 page rule book. $10.00

WIF Annual 1998 Includes Leaders In Flames expansion, with 140 counters, players notes for every major power, 16 page rules insert, all the latest from the WIF world, etc. $50.00

Advanced Squad Leader

AH **ADVANCED SQUAD LEADER** ****/####
This is ONLY a rulebook - more specifically a sturdy 3-ring binder with an attractive dust cover. Inside are 176 pages of text, with 8 separate reference cards. Featured chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles, Design Your Own (with German & Soviet equipment notes), plus an index. An outstanding production! $90.00

ASL ANNUAL `91 64 pages with 16 scenarios. $30.00

ASL ANNUAL `92 80 pages with 14 scenarios. $30.00

ASL ANNUAL '96 Full of new scenarios, etc. $35.00

ASL CLASSIC In *ASL Annual* format, this magazine presents many out-of-print ASL articles & scenarios. $24.00

BEYOND VALOR MODULE 1 Contains an extensive German and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the gargantuan IS3. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. I pity the poor bugger that has to carefully cut `n' trim this lot! Also features four 8"x22" mapboards (#20 to 23, all urban) and 10 scenarios. $90.00

YANKS MODULE 3 The American expansion set, it contains 1048 counters with the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are also four 8"x22" mapboards (#16 to #19), 8 scenarios, Chapter E , plus U.S. vehicle notes for chapter H. $90.00

GUNG-HO! MODULE 9 Contains 1008 counters introducing the nuggety US Marines, the Chinese army, plus an assortment of Japanese & Allied landing craft. There are also 28 more pages for Chapter G, Chinese notes for Chapter H, two mapboards (#38 & 39, 19 beach/sea/river overlays, and 8 scenarios. $99.00

KAMPFGRUPPE PEIPER 1 HISTORICAL MODULE 2 A game of Tactical warfare in the Ardennes in 1944. It deals with the desperate fighting between US and German SS forces around the village of Stoumont Belgium, during the Battle of the Bulge. 31" x 45" full color map, 400 counters, 4 scenarios, the Campaign game and Chapter P. $75.00

KAMPFGRUPPE PEIPER II HISTORICAL MODULE 3 A companion that expands upon the MODULE 2. Includes update to Chapter P: three different campaign games. In the campaigns, surviving units and equipment are retained for the next campaign scenario, a critical tactical dimension - conservation of force - is added. Six scenarios, and one monster scenario uses all the maps! 2 maps, 7 scenarios, counters, Chapter P rules update. $80.00

PEGASUS BRIDGE HISTORICAL MODULE 4 The glider-borne D Company, 2nd Oxfordshire and Buckingham Light Infantry seize a key bridge over the Caen Canal in Normandy. They repulse eight different German counterattacks from the 21st Panzer Division and 716th Infantry Division until relieved. With on 22"x32" map, Chapter Q, 224 counters, 16 scenarios. $60.00

SOLITAIRE ASL SOLITAIRE MODULE 1 /##### Has numerous charts and tables for generating enemy units, random events, and mapboard configerations. The highly detailed and historically accurate unit activation tables are arranged on various full color nationality cards - one each for Americans, Russians, and Germans, allowing you to play any one of these three sides against the other. With 14 new scenarios, 260 counters, generation cards, Chapter S. $55.00

ASL ACTION PACK # 1 This pack contains ASL Boards # 42 and # 43 as well as eight new scenarios. $40.00

ASL & Squad Leader Boards
The following is a list of all the mapboards which we stock for ASL and Squad Leader. All are the same price. ASL & SL Boards 3, 4, 8, 9, 11, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 25, 26, 30, 31, 42, 43. ASL Deluxe Boards (with big hexes) B, C, D, E, F, G. $12.00

Critical Hit
Approved ASL Supplements

Critical Hit Magazine Issue # 7 Includes 7 color counters, six scenarios being Poland 1939, Russians try to break out of the Kiev pocket, France 1944, Canadians in action 1944, a disastrous US attack in Germany 1944, West Front 1945. Also an indepth look at para-drops, play notes on the Canadian army, scenario replays, etc. $26.00

Critical Hit Magazine Issue Vol 5.1 50 pages with scenarios set in Belgium 1940, Kharhov 1943, Russian winter offensive in 1942, a Finland 1939 campaign, Russia 1941, etc. $30.00

All American: 82nd Airborne Module 1 Stars the paratroopers of the 82nd Airborne "All American" Division that dropped out of the night sky before the landings on D-Day. With a professionally printed game map on heavy stock, designers notes, a historical booklet, ten scenarios with a battle manual, and B&W photos of locations. $40.00

All American: Timmes' Orchard Module 2 Includes eight new scenarios, all playable on an accurate 32"x28" tactical map included. Also has 2 new solitaire missions, charts, special rules, and a monster scenario. $40.00

All American: Shanley's Hill Module 3 Depicts the fighting of the 82nd Airborne to secure the exits from Utah Beach during the Normandy invasion. Provides ten new scenarios and a scenario-generating campaign system that ties the entire system together. Also includes a flak train (with counters!) for the paratroopers to attack, 78 cut-out counters, two large maps. $46.00

Armored Stand - Platoon Leader Pack II A campaign game for *Platoon Leader* listed above. Depicts the battle for San Manuel in the Philippines of 1945. You can command the units of the late-war Japanese 2nd Tank Division in its battle against the American 25th Infantry Division and support units. Includes new terrain featues such as palm trees, a cemetery,etc. $16.00

ASL '96 Pack Ten scenarios that require ownership of boards 2,5, 6, 10, 16, 17, 18, 11, 20, 21, 23, 35, 37. Scenarios include Sicily 1943 with the Big Red One taking on the 15th Panzergrenadiers Division, China 1938 where Chinese Communists fight the Government, France 1940 where K Battery of the Royal Horse Artillery took a stand to delay the attacking Panzers south of Dunkirk, Malaya 1942, Hungary 1945, Korea 1950, etc. $16.00

ASL Cemetery Hill You must own *Platoon Leader* to use this campaign. A new campaign depicting the fighting on Crete between the Greek and New Zealand troops and German Fallschirmjager; including printed color overlays, a new reinforcement group chart, scenarios, etc.$13.50

ASL News Pack 1 Eight scenarios by top European designers. Includes German armor versus Polish fortifications, Belgium 1940, Holland 1940, German drive into Russia in 1941, Japan invades Vietnam in 1939, and a Russian village under attack in 1941. $16.00

ASL Platoon Leader 2.0 This second edition includes complete campaign game rules, ready to slip into your ASL rulebook, and all the scenario details required to run the campaign game Primosole Bridge, which depicts the fight for the bridge called Primosole in Sicily, 1943, between German and British paratroopers. Includes campaign, new rules, color overlays, etc. $19.00

Aussie-ASL '97 Pack A fresh batch of eight hand-crafted scenarios designed by the Paddington Bears ASL Club of Sydney. The scenarios include a battle in the Spanish Civil War, China versus Japan in 1937, France 1940, Russia Front 1942, Guadalcanal 1942, Tunisia 1943, Burma 1943 and 1942. $16.00

Dzerhezinsky Tractor Works The Battle of Stalingrad October 14-15th, 1942, depicting the fighting between the elite Soviet 37th Guards and the German 305th Infantry Division supported by the tanks of the 14th and 24th Panzer Divisions. Includes large, full color map of the factories, rules to cover special terrain, rules for Platoon Leader, 4 big! scenarios.$40.00

Euro-Pack II: The Battle of the Bulge Eight scenarios that follow the Bulge, including house to house fighting in Belgium, a hidden Sherman wreaks havoc, German infantry attack US gun positions, etc.$18.00

Euro-Pack III: Late War '44-'45 Eight scenarios, including US M18s fighting Japanese Type 97s, US paratroopers in Normandy 1944, Red Devils are forced back by German tanks, a US assault with Wasps on a German held village,etc. $18.00

Gembloux: The Feint A set of eight scenarios and a new Platoon Leader campaign game. The set depicts the fighting during the Battle of France 1940 including an historical booklet. Includes a full color map extension depicting a Belgian village, play aids, etc. $29.00

Leatherneck II 8 new scenarios focusing on the USMC in WWII, including marines assaulting Japanese defenses in 1943, marines make a desparate defense to hold a beleagured beachhead, an armored clash on Palau Islands, etc. $15.00

Pointe Du Hoc The invasion of Normandy 1944 saw three companies of American Rangers assault a battery of six French 155mm howitzers. However, the Germans had well defended positions and cliffs on their side. With 24x30" map, five new scenarios, 132 Die-cut counters, & campaign. $48.00

OAF (On All Fronts) Pack I Has ten scenarios, including a Soviet T-34 counter attack aginst a German Tiger I advance, the American 82nd Airborne verses SS Panzergrenadiers, Soviets try to close the last east-west corridor into Berlin in 1945, a Japanese assault in 1942 leaves them trapped, etc. Also has a small wood, river, and village. $16.00

Rout Pak III 8 new scenarios including British A13s getting their but kicked by Pz 38(t)s, French forces including S35s defeat Germans in 1940, British invade Vichy Africa in 1942, etc. $15.00

Ruweisat Ridge The First Battle of Alamein, 1942, in North Africa, between theAfrika Korps, Italians, and Allies. With 28x30" map, six historical scenarios, campaign, OoB, rules. $30.00

Stonne 1940 Depicts the bitter battle for the crucial village of Stonne, and its dominating heights, during the battle of France, 1940. This early tank warfare saw waves of B1bis, H-39, FCM-36 trying to sweep away the Germans. $45.00

Soldiers of the Negus A new module depicting the Italian conquest of Ethiopia. Includes a sheet of mounted counters, nine scenarios covering a wide variety of actions from 1935-36, a historical booklet, and a new rules section. Was the Italian-Ethiopian war a simple conquest of tanks, machine guns and aircraft against spears? Find out! $26.00

STALINGRAD Critical Hit '97 Special Includes a full color map of the Grain Elevator, for the Battle of Stalingrad, September 14th, 1942, as well as scenarios to use with it. Also a solitaire campaign to use with the Dzerhezinsky Tractor Works, and a plethora of other scenarios & articles too. $34.00

Those Ragged Bloody Heroes The Australian 7th Division at Gona, Nov 29, 1942. From the steaming jungles and among the razor sharp grasses known as kunia, your Australian soldiers must push the Japanese out of New Guinea. 6 squad level historical scenarios, map, campaign. $30.00

Europa Series

GRD **BALKAN FRONT** ****/###
Recreates the campaign in the Balkans from the autumn of 1940 to the summer of 1941. It covers the failed Italian attempt to conquer Greece, the German blitz which overran Yugoslavia and Greece, and the German airborne assault on Crete. With two maps, 720 counters, scenarios covering the grand campaign and the campaigns in Greece, Yugoslavia and Crete, etc. $75.00

GRD **FIRE IN THE EAST** ****/###
Covers the war in the Soviet Union from the start of the Barbarossa invasion in June 1941 through to the end of the Soviet winter counter offensive in March 1942. Six maps stretch fro Warsaw to Stalingrad. Terrain is analysed in detail with over 20 different types. 2,500 counters. The most accurate order of battle ever published for the Eastern Front. The rules include extensive armor and anti-tank effects, plus special capabilities for many other unit types, from assault engineers to paratroopers. German panzer spearheads can break through the front easily, but soon find themselves outrunning their supply lines. $150.00

THE URALS You must have Fire in the East and Scorched Earth to use this module. Adds the industrial base that was the muscle for the great armies and airforces of the Soviet Union. Includes maps, a new 1943 scenario by John Astell, heaps of other scenarios, etc. $50.00

GRD **FOR WHOM THE BELL TOLLS** **/###
The Spanish Civil War, fought from July 17, 1936 to April 1, 1939. The supine and hypocritical attitude of the western democracies towards the intervention by Nazi Germany & Fascist Italy on the side of the Insurgents encouraged the dictators in their belief that they could do anything they pleased. A 2nd game included in this boxed set is a hypothetical German invasion of Spain. With 1,680 counters, 1 1/2 maps, rules, charts. $130.00

GRD **POLAND - FIRST TO FIGHT** **/####
On Sept 1, 1939 Germany unleashed a new weapon that permanently changed the face of warfare. Blitzkrieg swept over Poland and in 30 days the balance of power was reshuffled and Europe was at war. The two maps in this game depict Poland & its neighbours at a scale of 16 miles per hex. The counters represent the German, Polish & Soviet forces that fought in the campaign. 1,056 counters, 2 maps, rules, scenarios. $120.00

GRD **SECOND FRONT** *****/####
This game depicts the western Allied campaigns in Italy, France and Germany, from 1943 through to 1945. All the tactical forces of the western Allies and all the problems they face to defeat the German armies and win victory in Europe are in this game. Features a detailed ground operations system, new and improved air rules, an expanded naval system with task forces and carrier groups, detailed airborne and amphibious invasion systems, political and strategical rules covering everything from Allied cooperation to Italian surrender to the collapse of Germany. With 4,800 counters! 4 maps, charts, rules. $225.00

Updated Second Front Counter Sheets $25.00

GRD **STORM OVER SCANDINAVIA** ****/###
It started off as a what-iff scenario on how to invade Norway. It ended up as a full-blown, multi-corps invasion on the eve of Germany's invasion of France. With 1,400 counters, 9 map sections, rules, OB books, charts, etc. $125.00

GRD **WAR IN THE DESERT** *****/####
This game recreates the struggle for North Africa and the Near East, from O'Connor's offensive against the Italians in `40 to the Axis surrender in May `43. Contains all the forces from British cavalry to Tiger tanks, from Italian CD.42 biplanes to giant B-24 Liberators. Has the Europa forces and orders of battle for Turkey, Iran, Iraq, Transjordan and Egypt 1939-45, the forces garrisoning North Africa and the Near East for Great Britain, Italy and Vichy France; American forces available for operations in Europe, Africa, and the Near East, 1939-42. With 1,680 counters, 7 maps, rules, OB books, charts. $190.00

GRD **WAR OF RESISTANCE** **/####
War of Resistance, China, 1937-41 is a detailed, operational level game which chronicles the second Sino-Japanese War starting on July 7th, 1937. Viewed as the true beginning of World War II, this game covers the conflict through to the Japanese attack on Pearl Harbor. Although often forgotten, the Japanese war effort into China was immense and exhaustive, absorbing the majority of Japanese ground forces – forces which were needed elsewhere. With 1,960 counters, five maps, rules, OB charts, etc. Unit scale, divisions, regiments, battalions. $200.00

GRD **EUROPA MAGAZINE # 49** The official Europa Magazine, issue # 49, focusing on the war at sea during WW2, covering the Soviet navy, Royal Navy Order of Battle 1939-40, Reducing Dice Rolls on Second Front, etc. $12.00

GRD **EUROPA MAGAZINE # 50** The official Europa Magazine, issue # 50, focusing on the war in the air during WW2, including the Luftwaffe in the East, the French air forces, Rapid Fire Bombing, etc. $12.00

GRD **EUROPA MAGAZINE # 52** The official Europa Magazine, issue # 52, focusing on Canada at war in WW2. $12.00

GRD **EUROPA MAGAZINE # 53** The official Europa Magazine, issue # 53, including British airborne units, siege of Belgrade. $12.00

GRD **EUROPA MAGAZINE # 54** The official Europa Magazine, issue # 54, containing a scorched earth Naval system. $12.00

GRD **EUROPA MAGAZINE # 55** The Europa Magazine, issue # 55, focusing on the Italians in WW2, with a magnificent historical commentary. $12.00

GRD **EUROPA MAGAZINE # 56** The official Europa Magazine, issue # 56, with a Second Front campaign, German Pocket Battleships, Italian human torpedoes, etc.. $12.00

GRD **EUROPA MAGAZINE # 57** The official Europa Magazine, issue # 57, covering Bulgaria invading Yugoslavia in 1940, the Dodecanese Campaign, and many other articles. $12.00

GRD **EUROPA MAGAZINE # 58** The official Europa Magazine, issue # 58, covering the War in Russia, and many other articles. $12.00

GRD **EUROPA MAGAZINE # 59/60** The official Europa Magazine, issue # 59/60, covering D-Day, including Omaha Beach. $24.00

GRD **EUROPA MAGAZINE # 61** The official Europa Magazine, issue # 61, covering the German withdrawal from Finland. $12.00

GRD **EUROPA MAGAZINE # 62** The official Europa Magazine, issue # 62, covering the war in Spain, 1940 - 1944. $12.00

African Campaign

JED **AFRICAN CAMPAIGN 2nd Edition** */####
A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields & fortresses. Components include 168 counters and an 11"x32" mapboard. Rommel's meagre forces of mobile panzers & hesitant Italians tackle an assortment of Commonwealth forces in a very fluid battle along the coast, with both sides quite happy to ignor stubborn concentrations of defensive lines. $25.00

COL **MEDFRONT** **/#
You must own West Front to use. This game simulates the tragic and chaotic civil war between Nationalist and Republican forces that engulfed Spain from 1936-1939, and the campaign game of the Desert War, from 1940 - 1943. With two full stunning color maps, 50 wooden counters with stickers giving fog-of-war, and compatible with West Front and East Front. $46.00

COL **ROMMEL IN THE DESERT** **/#
The third game in Columbia's superb East Front series, which uses one hundred 20mm square blocks for counters, which are rotated to record step losses, and also provide realistic fog of war. This is a very fast moving, challenging, tense and playable game of the combat in North Africa from 1940 to 1942. Uses a unique command structure that forces players to make realistic choices as generals, rather than trying to get that perfect 3:1 attack on units in front of your forces. Color mapboard is 12" x 36". 7 scenarios. $60.00

UGG **Triumph & Fall of the Desert Fox** **/###
By the German company UGG. This game is the smallest and easiest game of the *Empires of Apocalypse* series. Perfect for beginning wargamers, it includes a quick start card of 2 pages, allowing you to start playing the game without reading the rules. Unboxed, with 280 counters, 4 maps, player aid cards. *Due Feb.* $45.00

MOM **TRIUMPHANT FOX** ***/###
Panzerarmee Afrika, led by Erwin Rommel, is about the begin its drive towards the Gazala Line. Over a thousand tanks and 250,000 men would taste victory and flirt with disaster at the same time. When the sand settled four weeks later, Tobruk had fallen and the Afrika Corps would race for Alexandria. The centerpiece of this game system is its innovative *highly interactive* sequence of play. Includes 240 counters, 22x34" map, rules, historical commentary, campaign and several scenarios $75.00

TGI **TUNISIA Nov 1942-May 43** ***/###
A showdown between Rommel and the Allied forces in Tunisia. Wedged between on-coming Allied forces, the Axis forces must choose who to assault first. Rommel chose to strike the green and untried Americans - will you? The game is unique in that both air forces are evenly matched, so anything can happen. With 780 counters, series and game rules, charts, 6 scenarios, etc. $75.00

Western Front

COA **ACHTUNG - SPITFIRE** **/#
This game simulates tactical air to air and air to ground combat over Europe from 1940 - 43, the days in whic the Spitfire sent terror in the hearts of the German pilots who opposed them. Includes a clever mission generator that allows players to recreate famous missions and even campaigns. Uses the same system as Over the Reich, with 280 counters, 24 aircraft data cards one 34x22" map, rules, etc. $75.00

AH B-17 QUEEN OF THE SKIES */#####

A solitaire game where the player controls the 10-man crew of a B-17F flying fortress. The goal is to survive 25 missions. With 88 counters, an 11"x16" mapboard, reference charts. **$50.00**

SG BODYGUARD OVERLORD **/#

May 1944. Allied preparations for Operation Overlord are in full swing. Fresh US troops arrive daily in England, and the planned Bodyguard deception effort makes their numbers appear even greater. But the Germans sends spies to England to try to learn the place and time of the D-Day invasion. In this tense game of intelligence, deception and invasion, of ploy and counter-ploy, combat occurs only as the logical result of careful planning and in some cases, best guesses. All 300 counters are backprinted so that you don't know what actual unit they are. Also 22x34" map, 36 espionage cards, etc. **$60.00**

AH BREAKOUT NORMANDY **/####

A graphic portrayal of the first week of battle of D-Day, June 1944, in which Rommel's panzers struggled to throw the Allies back into the sea. A 16"x44" mounted mapboard with area movement, 36 page rulebook with heaps of diagrams, 394 counters & play aid cards. **$70.00**

GMT BRITAIN STANDS ALONE **/####

This game allows players to fight one of the most intriguing "what-ifs" of the Second World War. The game explores the hypothetical possibilities of Operation Sea Lion, assuming that the Luftwaffe had succeeded in winning air superiorty and then gone on to inflict serious losses on the Royal Navy. With 480 counters, 2 maps, rules, cards, etc. **$60.00**

AH D-DAY 3rd Edition */####

On June 6th 1944 the American & Commonwealth forces launched a massive seaborne assault that punched through Hitler's much-lauded coastal defenses. Includes 110 counters (mostly Corps level), a 14"x22" mapboard (60 miles per hex). Rules cover weather, carpet bombing, mulberry harbours, airborne drops, etc. **$40.00**

JED FORTRESS EUROPA **/####

An entertaining game covering the West Front campaign, from the initial Allied landings to the bitter struggle for Germany. Both players have an opportunity to achieve victory. The Allies are able to conduct two invasions per game, however the Germans may thwart the landings with their hidden panzer reserves. Includes rules for airpower, paratroops, partisans, volkssturm, mulberries & naval bombardments. Contains 400 counters and a 22"x24" map. Unboxed. Very entertaining. **$12.00**

GMT INVASION: NORWAY **/##

This game simulates this fascinating campaign of Germany's invasion of Norway. Fully integrated land, air, and naval rules accurately portray the complex interplay of warfare in three dimensions (land, sea and air). 560 counters, one 22x34" game map, one 22x17" off-map Operational Display, player aid cards. Single ships, battalions, & squadrons. **$70.00**

AH LONDON'S BURNING **/####

August 1940: Defend London against German bombers and fighters in this solitaire or two player WW2 game. Try to intercept and shoot down the Luftwaffe raiders before they bomb your airfields and installations in southwest England. You command two RAF fighters in this tactical game. In the two player game, you and a wingmate co-operate against the Nazis, or the other player controls the Nazis. With 190 counters, 2 16"x22" stunning color mtd mapboards, rules, 8 scenarios. **$70.00**

UGG MORSE CODE ***/##

In the general feel of *A World in Flames*, this is a German produced game (written in fluent English, of course!) that features simple rules that allow a great amount of strategical and tactical options. This game recreates war on the Western front from 1940 – 45, including North Africa, Italy, France, England, Germany, etc. Features detailed land, air and naval warfare; rules for tank battles, blitzkrieg rules, convoy battles, realistic naval system, unique production rules allowing you to follow your own strategies, research your own weapon technologies, a scenario book, 1680 full color counters, heaps of player aid charts, etc. Thoroughly recommended. **$140.00**

COA OVER THE REICH ***/#

Simulates tactical air to air and air to ground combat over Europe from 1943-45. Designed by JD Webster, who brought us Air Superiority and Speed of Heat. This game brings the same flavor to WW2 air combat. With 240 great colorful counters and one 34"x22" double sided map. Each aircraft covered is covered by a complete page of information & statistics, adding depth & realism to the game. Rules are extensive and include scenarios. **$55.00**

APL THE INVASION OF ITALY **/##

Recreates the 1943 Fifth Army landing in the Gulf of Salerno and the battle to secure the beachhead from 9 - 19 September 1943. 700 counters, 22x34" map. **$44.95**

GMT THE RISE OF THE LUFTWAFFE **/##

Players take the role of the early European fighter aces, flying BF-109s with Molders and Galland, JU-87s with Rudel, Spitfires and Hurricanes with Douglas Bader or the US Eagle Squadron, etc. Includes campaigns for air warfare over Poland, France, the Battle of Britain, Crete, North Africa, and the opening stages of Barbarossa. With 132 color playing cards for aircraft and tactics, 48 counters, 8 campaign displays, & rules. Target cards include destroyers, dogfights, freighters, bridges, battleships, air fields, radar stations, factories, railyards, etc. **Special - $25.00**

EIGHTH AIR FORCE An expansion for *Rise of the Luftwaffe*. A fast action card game that allows players to experience the tensions and thrill of aerial combat over Europe in WW2. With 6 air campaigns from 1942 - 44. With 132 color playing cards, 96 counters, 10 campaign maps displays, etc. **Special - $35.00**

COL WEST FRONT **/#

This is the second game in Columbia's East Front series, and can be played by itself or linked with East Front. The game begins in July 1943 with the Allies invasion of Sicily and Italy, and includes the invasion of Normandy until the fall of Germany in 1945. Includes 120 wooden blocks with stickers on their front, which are rotated to record losses, and also provide fog of war, as you only see your opponent's counter strengths when a battle occurs in a hex. Includes rules for a three-player game, where the Allies and Soviets compete with each other to take the most of Germany. 6 scenarios, stunning 22'x34" mapboard, etc. **$90.00**

EURO FRONT This is not an independent game. Ownership of East Front, West Front, and MedFront are required, and Volga Front will also be useful. This expansion adds 50 more wooden counters for Polish, French, Yugoslavian, Greek, Belgian, Dutch, and Danish units to the game, allowing the entire war in Europe 1939-45 to be played. Scenarios for *each* year of the war are included.. **$40.00**

Eastern Front

SG A BOLD STROKE - KIEV 1943 ***/####

The Soviets assault Kiev and surrounding terrain after smashing the Germans at Kursk, in 1943. But the Germans rush in heaps of reserves in an effort to stem the Soviet assault. Corps/division sized units are used as players have interactive turns, where you can use your reserves during the opponent's turn. Units range from massive Soviet Rifle corps to German Cavalry regiments. The initiative swings from one side to the other, as massive German reinforcements appear just as the Soviet Offensives begins to overextend itself. 280 counters. **$60.00**

GMT BARBAROSSA Army Group South ***/####

Follows the progress of Germany's Army Group South as invades the Soviet Union in 1941. Kiev, the first major German objective in the south, did not fall on schedule. In fact, Soviet resistance was so fierce that it required diverting Guderian's Panzer Group away from the advance on Moscow. Kiev fell in one of the great encirclements of the Second World War, but the German advance on Moscow was delayed for several critical weeks. With 840 full color counters, three 22x34" and one 17x22" maps, eight scenarios, detailed air rules, incredibly detailed Order of Battle including artillery, armored trains, etc. **$99.00**

TGI BLACK WEDNESDAY ***/####

It is at the beginning of 1943, and the Soviets launch a huge assault against the Blue Division, comprised of Spanish volunteers. The newly anointed 63rd Guards Rifle Division lead the attack supported by tanks of the 1st Red Banner Tank Brigade. Individual vehicles & infantry platoons, 1040 counters, 2 x 22x34" maps, charts and tables booklets, 8 major scenarios, 2 - 50 hours playing time. **$75.00**

COA BORODINO '41 **/#

The Germans thought the end of the war in Russia was in sight. The 10th Panzer Division and SS Reich Motorised Divisons reached the Borodino battlefield on October 13th, with only one Soviet rifle division blocking their path. Behind the division was the highway to Moscow. But somehow the Soviets managed to hold, counter-attack, and damage the Germans so severly that within five days they lost half their tanks. 280 counters, maps, rules, etc. **Special - $30.00**

MiH Clash of Titans – Tank Battles for Kursk */####

The Soviets built massive fortified lines in the Kursk sector and made many forces available as reserves. On 5th July the Germans attacked with 435,000 men and 2,700 tanks, met by 1,550,000 Soviets and 4,800 tanks. With 600 counters including full color photos of tanks, units from battalions to divisions and corps, 22x34" map, simple rules which include two kinds of combat, tanks verses tanks, and regular combat. Looks great. Sold in a ziplock. **$69.00** **Boxed $85.00**

COL EAST FRONT **/#

This is my favorite game of the Eastern Front. Produced by Columbia Games, this game uses 120 20mm square wooden blocks for counters. The counters are rotated to provide step-reduction as the unit takes losses, and the counters also provide fog of war. The blocks are also easy to stack and pickup, unlike normal counters. The mapboard is 22"x34" and looks stunning. Features a unique and simple HQ command system that represents supplies, flexibility, etc. Also includes weather and airpower rules that make sense. There are eight scenarios that can be linked together: Barbarossa (the whole war), Soviet Moscow counter-attack, Axis Drive on Stalingrad, Collapse at Stalingrad, Battle of Khursk, etc. The game also links directly with West Front. This is a **great** game, of the most challenging theatre of war in WW2. **$90.00**

East Front Rules 2nd Ed Just the 2nd Ed rules and charts. **$10.00**

VolgaFront This expansion allows players who own EastFront to simulate the *planned* Volga campaign of 1942 to defeat Russia. The VolgaFront full color mapboard joins to the eastern edge of the EastFront mapboard ane extends play to the foothills of the Urals. This extension radically alters how the German player views the region east of Moscow and Stalingrad. With 11"x34" mapboard, scenario booklet, and the complete EastFront 2nd Ed rules book. **$30.00**

GMT LOST VICTORY KHARKOV 1943 **/##

It is winter 1943 and the German 6th Army is trapped in Stalingrad. But a worse disaster is brewing, the Red Army is descending on Kharkov and is driving for the main German supply bases on the Dniepr, with only a thin grey line to stop it. With 480 stunning counters, 22"x34" game map, rules book & playbook, dice, and player aid cards. 1-4 players. **$30.00**

COA OPERATION SPARK! ***/####

Operation Spark was the Soviet offensive in January 1943 to relieve Leningrad of the German siege. Soviet infantry are regiments and battalions and the Germans in battalions, the armor in companies, and the artllery in brigades. Artillery is crucial. The rules have a flexible command system, interactive exchanges of fire, and everything from aerosans to Tiger tanks to the Fascist Spanish Blue Division. And a frozen lake, a frozen bog, all dominated by one lone hill. Which the German defenders are securely entrenched upon. 560 back printed counters, 34"x22" map, charts, tables, rules, dice. **$60.00**

JED RUSSIAN CAMPAIGN Series II */####

Very playable strategic game of the war in the East, from Hitler's invasion of Russia, to the fall of Berlin. Players command massive mechanised forces, without being buried by a barrage of rules - experience the crush-ing momentum of Blitzkrieg, the chilling ferocity of winter warfare, and the brutal cycle of offensives & counter-attacks that characterised this terrible conflict. Contains 252 counters, a 24"x22" mapboard & rules for the Axis Allies, air support, & partisans. An entertaining & hard-fought campaign that vividly illustrates the sprawling dimensions of this war, and what might have been had Moscow fallen. **$25.00**

MiH Triumphant Return – Kiev 1943 */####

An operational level game of the battle of Kiev that took place during November and December 1943. The Soviets have forced a bridgehead over the Dnepr River, with Soviet tank columns streaming towards German held cities. The Germans meanwhile brought in several Panzer divisions to try to stem the tide and take back lost ground. The German player commands the 4th Panzer Army, the Soviet player the 1st Ukrainian Front. With 240 counters including full color photos of tanks, simple rules, 17x22" map, units battalions to divisions and corps. Sold in a ziplock. **$55.00**

AH TURNING POINT: STALINGRAD **/####

Recreates the brutal fighting in & around the city of Stalingrad, from Sept. 4 1942 to Nov. 14. Turns are broken into variable day/night impulses which play fast & constantly change advantages to both sides. The unique combat system & semi-simultaneous movement covers the gamut of urban combat - overruns, sudden break-thrus, encirclements, tenacious defence & week-long stalemates. Features a lavish 16"x44" mapboard (area movement) & 394 counters (battalion level). **$50.00**

GMT TYPHOON Drive on Moscow 1941 ***/####

In 1941 the Germans launched a final offensive at Moscow, expecting to win the war instantly. Spearheading the attack was Army Group Centre, lead by Guderian, with 70 divisions. Facing them were 800,000 Soviets in 95 divisions. The Germans ripped gaping holes in the Soviet defense and came within sight of the Kremlin, but the Soviets did not disintergrate as expected. With 960 counters, three 22x34" maps, six scenarios. **$80.00**

COA WAR WITHOUT MERCY **/####

A game with beautiful map and counters, this recreates the war in the east from 1939 to 1944, including the invasion of Poland. Determine whether Leningrad, Moscow or Kiev, or all three, will be the primary objective for the Germans in 1941. Can you as the Russians stop the German attack and drive them back. With 840 stunning counters, two 34"x22" maps, two rulebooks, two scenarios and grand campaign, charts and tables. Two week turns, corps, divisions, brigades. **$99.00**

Pacific Theatre

AH MIDWAY 2nd Edition */#

This is a tense simulation where players maneuver their fleets and conduct air patrols on a personal searchboard. When one side makes contact with an enemy vessel(s) the combatants are transferred to a battleboard where plans and ships slug it out. Components include 226 counters, a 22"x14" battleboard plus two 14"x11" searchboards. Features easy to learn rules, and an illustrated historic battle manual. **45.00**

Post World War Two

GMT CRISIS SINAI 1973 **/####

In 1973 the Egyptians launched an all out attack across the Suez Canal against Israel. After their crushing victory of 1967, the Israelis had been totally confident that they would repel this attack with ease. However, they lost 300 tanks in three days. With 720 counters, 22x34" map, 5 scenarios, 2 campaigns, etc. **$75.00**

S&T185 First Arab-Israeli War 1947-49 **/##

A simulation of the Israel War of Independence from 1947-49. On 30th Nov 1947, the United Nations made a resolution to partition Palestine into separate Arab and Jewish states. The Arabs response was armed clashes throughout Palestine that soon expanded into a full war. 280 counters, color map. **$27.00**

AH IDF - Israeli Defense Force **/##

Uses the MBT game system to recreate battles fought by the Israeli Defense Force during the 1967 and 1973 Arab-Israeli wars. Has 524 counters, 4 mtd mapboards, 32 data cards, & reference sheets. **$90.00**

S&T190 The Gauntlet Chongchon 1950 **/###

Strategy & Tactics magazine 190, including the game The Guantlet, a simulation of the battle in North Korea in late 1950 in which the Chinese stopped the United Nations offensive and retook the North Korean capital of Pyongyang. Units are regiments, brigades & divisions. 280 counters, large color map. **$34.00**

TGI YOM KIPPUR **/####

In 1967, the Israeli Defense Force scored a decisive victory against the combined forces of Egypt, Syria and Jordan. Six years later the forces of Egypt and Syria attacked Israel again. This time the Egyptians worked out a special plan to cross the canal and backed up the plan with better prepared, trained, and equipped troops - and armed with a new weapon, the Sagger Anti-Tank missile.. With a 22x34" map, 280 color counters, series and game rules, 6 scenarios from 3 - 10 hours each, etc. **$55.00**

World War III

AH FLIGHT LEADER **/####

Air combat simulator for 2 to 8 players, covering historical & hypothetical engagements from 1950 Korea to 1990's Europe & Middle East. Includes stats for over 100 aircraft, national air force lists, and 24 scenarios, with a DYO section. Components feature 520 counters, and an outstanding 22"x32" mapboard (1km per hex). **$50.00**

XENO SUSHI-JALAPENO WAR. **/#

The nations of South America form the SAU. Mexico resents Japanese fishing interests and excutes hundreds of Japanese fishermen. Japan, allied with the SAU, invades Mexico. To quote: "Por Favor, my general, but why are the Japanese invading us?" "You imbecile, can't you see they are carrying the latest Nintendo Super 1640s? They mean to pay us tribute!" One day later, the Japanese capture Mexico without firing a shot. Can a fragmented US and the Republic of Texas stop Japanese and SAU aggression? Do you have the fortitude to use the bomb? Will the UN intervene on behalf of the PCC's 20,000,000 members of the bar? With a 20"x30" full color playing map, 85 color plastic pieces hover tanks, plans, infantry, APCs; 102 counters, 18 cards, rules. **$65.00**

General Games

AVA ACQUIRE Deluxe Edition */#

This is a game of empire building. Each player builds and strategically manipulates hotel chains. As each group grows, players invest in them, merging smaller ones into more dominant chains to collect bonues in a calculated race to acquire the greatest wealth. With 14x22" color mounted mapboard, 3 sheets of hotel counters, 7 sets of stock certificates, money, etc. **$60.00**

AVA AIR BARON */#

A fast paced business strategy game that lets you build the biggest and most profitable airline in North America. Players compete for control of the 58 busiest airport markets in the US and 16 major foreign markets. Should you try to dominate a hub? Spread out to other hubs? Deploy Jumbo jets to increase profits? Take control of a foreign market? Or declare Fare Wars and go all out for market share. Includes mtd mapboard, 36 plastic planes, play money, simple rules, two counter sheets. **$75.00**

FLO Floppy Board

A very large, floppy, washable, chess and checkers board. **$35.00**

RGG FOSSIL */#

A cute game for ages 10 and up and 2 to 6 players. With excellent quality components. The game includes 9 fossils, which each have 9 parts. Players collect these fossil parts and gain fame according to how many parts they can collect, with the greatest points going to whoever can complete the fossil. With 81 large fossil counters (parts), other counters, small wooden blocks, mounted mapboard. **$65.00**

FFT Golfmania */#

The game of crazy golf! A zany, hilarious golf-game. Use a combination of cards and dice to try to win as many golf-holes as possible. Use terrain and hazard cards to interfere with your opponents' game, make use of crazy equipment, and play the most looney cards to help your own drive and green rolls. Two decks of cards. **$40.00**

RGG IDO */#

In this game, everything moves. Paths, that you carefully planned can disappear when your opponent shifts the frame. Your blocks can even be shifted off the game board! This is especially annoying as your move is based on the number of blocks you have on the field. With 24 colored blocks, mounted board, plastic frame. **$99.00**

RGG MISSISSIPPI QUEEN */#

This is a stunning game of racing paddle-boats up the Mississippi. Set in New Orleans, 1871. Once a year, paddle-boat captains raced their ships on the unpredictable Mississippi to determine which ship would hold the title of Mississippi Queen. During the race, you decide how much steam to make, how to manage your limited coal supply, and where to pick up passangers. With 12 river tiles which can be arranged differently each game, 5 plastic paddle-boats, 16 passengers, dice and rules. For 3 – 5 players, ages 10 and up. Looks really cute! **$80.00**

MISSISSIPPI QUEEN The Black Rose This expansion includes six new river tiles with new challenges such as sandbars, 2 paddle-wheelers, rules. **$40.00**

AH Stock Market Guru **/#

Buy and sell stocks and bonds. Decide when it's time to buy, sell, or hold onto what you have. Determine whether it's best to buy stocks, bonds, or that mutual fund. Pay broker's commissions. Watch how business cycles and interest rates affect your investments. Find out if you prefer high risk, high-paying investments or, if you are more conservative, learn the consequences of your decisions. **$60.00**

TIM Wadjet */#

A stunning game that must weight at least 2kg! The year is 1923. You are one of four famous rival archaeologists who have come to cairo, Egypt, to begin a race against time, nature, and each other in search for the stolen treasure of the pharaoh. But within the ancient tombs, the goddes Wadjet awaits your intrusion and will face you with danger. With 4 resin playing pieces, a 29"x29" mounted mapboard, seven decks of cards, 25 beautiful treasure cards, illustrated glossary depicting 100 ancient Egyptian signs, symbols and treasures, play money, etc. **$110.00**

Cheapass Games

These little games, packaged in envelopes, are amongst the top selling games in the USA. The packaging sucks, but the games are brilliant, and the cheap packaging and cheap components means a cheap price! These games consistantly top the US games charts for sales and popularity.

CG Kill Doctor Lucky */#

Why do all the mystery games start just after all the fun is over? Welcome to the sprawling J.Robert Mansion, a sprawling country estate full of unusual weapons, good hiding places, and craven killers. Killers like you. The object of the game? To kill Doctor Lucky. Find a weapon, track the old man down, and take him out. The obstacles? For one thing, all of your friends would rather do it first. For another, Dr Lucky is aptly named. You would think that after being stabbed, hung, poisoned and poked in the eye, the old Doctor would just lie down and die. But he's got more lives than Rasputin, and an uncanny knack for dodging your best traps. Stick to it. Persevere. His luck will run out eventually. Before the night is over, someone is going to kill Dr Lucky. Wouldn't you rather it was you? Includes 4 decks of cards, card map of the mansion, 4 pages of rules. 2 - 8 players, games take 1 hour. You need one pawn or playing piece for each player, plus one master pawn for Dr Lucky. **$12.00**

CG Give Me the Brain! */#

Work sucks. Long hours, scratchy clothes, and only one Brain to pass around The characters: Zombies. The place: Friedey's the fast food restaurant of the damned. You would think, with a job like this, that you could get along pretty well without a brain. Which is usually true. But today you must count the meat. Make change. Remember what lettuce is. And maybe even get the pickles to stop staring at you. Better get your hands on the Brain. For 3 - 8 players, 15 minutes games, you need a D6. **$10.00**

CG Lord of the Fries */#

Sequel to the above. This time you and your rotten zombie friends are struggling to convert handfuls of random food into tasy combo meals and sides. Whoever serves up the most grub will become the Lord of the Fries. Whatever that means. This is a completely separate game - you need no brain to play! 3 - 8 players, 45 minute games, you need a D6. **$10.00**

CG **Spree!** */#
Springtime. Midnight. The Mall is beckoning. Destination: LeGrand Mall, the oldest and most poorly secured shopping mall in the world. You and your juvenile friends have decided to loot this place, in an all-night race with shopping carts, flashlights and guns. Of course, your definition of "friends" is pretty loose. Which explains the guns. Contains 4 page rules, card map of the Mall. To play, you also need: two pawns for each player, 2 D6, and two Poker Decks with Jokers. 3 - 8 players, 1 hour. **$6.00**

CG **Ben Hvrt** */#
What do a foul-mouthed chariot driver, a well-aimed cat, and a basket of nails have in common. You'd gladly use any of them to win a chariot race. But then, that pretty much describes everything. You're a feisty Roman aristocrat who spends every Saturday night outfitting your chariot and then placing bets on the silly sod you get to drive the thing in the races. For 4 - 8 players, 2 hour games, and you need a playing piece and D6 for each player. **$10.00**

CG **Bitin' Off Hedz** */#
Prehistory. Hot, primordial, dull. You and your dinosaur buddies have been dominating the Earth for longer than you can remember. Then again, with brains the size of walnuts, you've also been *standing there* for longer than you can remember. Nevertheless, you're positive that it's been ten million years since anything interesting has happened. So it's time for a suicide race across Skull Island. The winner is the first to hurl himself into the big volcano; the losers are everyone who got their head bitten off along the way. Has card map of the island plus rules. You also need a pawn or plastic dinosaur for each player, and stones (or coins or candy). 3 - 10 players, 1 hour. **$8.00**

CG **Before I Kill You, Mister Bond…** */#
Imagine, just once, luring the master spy into your evil lair and putting a bullet in his head. Imagine avoiding the temptation to tell him your secret plans, taunt him with your devious perversions, and challenge him to a final game of chess. Imagine killing that spy before he gets the chance to escape, and blow up your lair on the way out. Yeah, right. This is a simple little card game of cat and mouse. And of shooting spies in the head. You can always choose to shoot a spy when he enters your lair, but get only a few points. If you taunt and retaunt a captured spy, your points keep doubling. But if he escapes, you get no points. 2 - 6 players, 15 minutes per game. 54 Cards and rules. **$10.00**

Science Fiction

BattleTech

FAS **BATTLETECH 4th Ed** **/###
By the 28th Century, mankind had spread civilization to hundreds of worlds, spanning hundreds of lightyears out from Earth. But then began the Succession Wars, horrible conflicts which destroyed technology and human life without precedent. By 3025 AD, war had reduced very much to attrition - great 10 meter tall war machines called BattleMechs ruled the battlefields, but once destroyed, were not easily replaced. Hence the Mechs on the field were mostly decades old, patched up time and time again, just to keep them in the field. The few factories not destroyed in the Wars turn out a pitifully small number of new mechs. Enter the world of BATTLETECH, where men & women piloting these great machines fight desperate battles over these few production facilities, neighboroughing space, and limited water reserves. The Mechs are true titans, unequalled by any prior technology, each bristling with enough weapons to destroy a modern day tank battalion, soaking up their punishment with sophisticated ferro-fibrous armor and titanium frames.
BattleTech has now been released as a 4th Ed. This contains no new rules, merely different contents. This boxed set contains an Introduction to BattleTech book, 32pages of full color containing QuickStart Rules and universe background, two color map sheets, a 48 pages rulebook, a 32 page record sheet book, 144 full color tiny insignia stickers to stick on your mechs legs or counters, dice, and 48 full color stand-up mech counters, being two each of 24 types. The advantage of this set over the 3rd Ed is simply that you do get 24 different mech types, and two counters of each, whereas the 3rd Ed only gives two each of 14 types of mechs. **$47.50**

BattleTech Master Rules Replaces the *Compendium*. Combines material from BattleTech 4th Ed, CityTech, and other sources, to offer the most comprehensive set of rules ever published for BattleTech. Contains all the rules for Mechs, vehicles, and infantry, and optional and advanced rules, mech construction, etc. Features stunning full color sections. Also has a new, complete set of table-top miniatures rules. Also mech designs, scenario building rules, and the Battle Value System for balancing forces. **$37.00**

BattleForce 2 Contains two complete games. *BattleForce* is a fast-paced, easty to play game that recreates large scale mech combat on a tactical level. This system retains the feel of BattleTech by providing simple stats for each individual mech and tank, yet play is streamlined to allow players to use entire battalions. *Planetary Assault* is a game of all out war on a strategic level. The game map represents an entire planet's surface and nearby space. Covers the arrival of forces in the planetary system on JumpShips to the DropShip landings and the subsequent Mech battles raging at the landing zones. With 320 counters, 4 maps, rules, map of Innersphere in 3059. **$66.00**

BattleLance Miniatures Rules This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages long, & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and bidding. **$4.00**

BattleSpace. The new system of aerospace combat in the 31st century, thrusts you straight into the heart of this vast arena, where jumpships, dropships and warships fight to carry their deadly mech cargoes into battle. Fully compatible with BattleTech. Includes rules, sourcebook with the history of naval warfare, statistics of ships currently in use in the Innersphere, two 22x34" maps, color counters, ship record sheets. **$57.00**

BattlePack: Fourth Succession War Even as Hanse Davion was marrying Melissa Steiner, thousands of BattleMechs stood poised to launch one of the largest military campaigns ever! This supplement requires only the BattleTech boxed set to play, and includes a book of background info and ten scenarios; a great new woodland map, 8 record sheets, and 20 full color stand-up counters of mechs! **$25.50**

BattleTech Map Set #2 8 22"x18" maps: scattered woods, city ruins, desert hills, mountain lake, river valley, lake with woods, plus the Citytech & Battletech maps. **$28.50**

BattleTech Maps Set#3 Contains eight 18"x22" mapsheets depicting two each of: desert mountains, desert sinkholes, rolling hills, and city (residentual) hills. **$28.50**

BattleTech Map Set #4 Contains eight more 18"x22" mapsheets, featuring two each of heavy forest, city streets, large lake, and a drainage basin. **$28.50**

BattleTech Map Set #5 Contains eight more 18"x22" mapsheets, featuring two each of a large mountain, deep canyon, open terrain, moonscape. **$28.50**

CityTech 2nd Edition This boxed set contains a rulebook that adds rules for fighting in cities, using infantry, and using armor. (These rules are also found in the BattleTEch Compendium: The Rules of Warfare). There are 16 plastic mechs which are conversions of the Ral Partha metal kits: being Victor, Centurion, Orion, Javelin, and Clan Uller, Black Hawk, Mad Cat, & Daishi. All are one piece castings. There are also 2 sheets of full color counters representing infantry, buildings, vehicles, fire, and smoke. **$57.00**

Comstar Sourcebook Examines the reclusive information power-broker of the Inner Sphere, and its military splinter sect - the Word of Blake. Includes new `Mechs. **$25.50**

Day of Heroes A campaign pack giving scenarios to recreate the battles fought by Alex Carlyle in theye March Rebellion, as see in Blood of Heroes novel. This module also finishes off the novel BLood of Heroes, which ended without resolving the combat situation. **$20.50**

Explorer Corps Explore the uncharted reaches of space as a member of the Explorer Corps looking for the Clan homeworlds. Players encounter unimaginable dangers on strange worlds. Has info about space travel, rules for creating new worlds; and the history of the Explorer Corps. **$25.50**

Field Manual: Crusader Clans Describes the seven most aggressive Clans: Blood Spirit, Fire Mandrill, Hell's Horses, Ice Hellion, Jade Falcon, Star Ader and Wolf. This sourcebook decribes the tactics, uniforms, and battle histories of each Clan, plus special rules that reflect the unique capabilities of each Galaxy, new weapons, equipment, and mechs. **$37.95**

Field Manual: Draconis Combine Contains extensive info about all aspects of House Kurita's military. Every BattleMech Regiment of the DCMs is described in detail, including their history, officers, and tactics. Special rules reflecting the unique abilities of each regiment are included as an optional expansion to BattleTech games. Also features new weapons, equipment, and Battlemechs. **$34.00**

Field Manual: Free Worlds League An extensive survey of House Marik, the new industrial giant of the Inner Sphere. The manual contains a full military history of this turbulent realm, from the Succession Wars to the Andurien Civil War and beyond. Includes Marik's two new BattleArmor types, one being a stealth suit almost impossible to hit at medium to long ranges; also special rules that reflect the unique capabilities of each regiment. Color renderings of uniforms, unique mechs, etc. **$34.00**

Field Manual: Mercenaries No war too small, no fee too high. An indepth look at mercenaries in the 31st century, from the inner workings of a mercenary unit to detailed profiles of more than forty prominent mercenary bands. This how-to manual includes the histories, officers and favorite tactics of select mercenary units, special rules that reflect the unique capabilities of each mercenary command, & rules for your own merc units. **$38.00**

Field Manual: Warden Clans Describes the noble Warden Clans, who have sworn to use their might to defend humanity against outside threats-including the crusader clans themselves! Clans Ghost Bear, Steel Viper, Diamond Shark, Snow Raven, Cloud Cobra, Goliath Scorpion and Coyote. Full color uniforms, etc. **$40.00**

First Somerset Strikers A sourcebook detailing the BattleTech animated series of 13 episodes which has already been a smash hit in the US. Every character, Mech, & vehicle of the show is detailed in this book. **$30.50**

First Strike A unique BattleTech game supplement created especially for players new to the game. It features thirteen scenarios that require only the basic game to play. Features battles from the Clan invasion. Includes new armored vehicles and new OmniMech configurations. **$20.50**

Invading Clans The 3rd sourcebook on the Clans, this one detailing the rest of the Clans to invade the Innersphere. Included are Smoke Jaguars, Nova Cats, Diamond Sharks, & Ghost Bears. For each Clan there is history and background, explaining what made the Clan be what it is today; unit rosters, new Omni and 2nd Line Mechs. **$30.50**

Maximum Tech BattleTech Advanced Rulebook Take your games to the max with this expansion for BattleTech. New optional rules for players, more realism, more weapons. Detailed rules for salvage, repair and customizing mechs, rules for drones, minesweepers and bridgelayers, expanded artillery rules, veteran mechwarrior abilities, the Battle Value rating system for building balanced forces, an expanded terrain types table including jungles, magma, tundra, & sand, etc! **$25.50**

Operation: Stiletto At last! A BattleTech campaign that breaks the previous mold. Using an innovative track system, this campaign book lets you take your own unit through a massive campaign across the Shattered Sphere of 3062. *Due April.* **$28.00**

Northwind Highlanders BattleTech scenario pack re-creating the entire history of this elite mercenary unit, from its earliest engagements in 2366 to its conflicts with Clan Smoke Jaguar. With force rosters, prominent characters, new mechs, etc. **$20.50**

The Battle of Coventry A scenario pack that describes the savage conflict between Clan Jade Falcon and defending forces of the Inner Sphere on the planet Coventry. A detailed description of the hard fought battle, along with seventeen scenarios and special campaign rules. **$20.50**

The Clans: Warriors of Kerensky This sourcebook is the ultimate guide to the Clans, providing for the first time a complete picture of their unique martial society, including a detailed history of the Clans and a stellar map of the Clans homeworld. *Due March.* **$33.00**

The Dragon Roars A BattleTech campaign that includes rules for *BattleForce 2*. The forces of the Draconis Combine and its allies clash with Clan Smoke Jaguar in a desperate struggle that will decide the fate of the Inner Sphere. Lists all the units involved in each attack wave, campaign rules, maps, etc. **$20.50**

The Shattered Sphere BattleTech update 3061. The Twilight of the Clans novels have altered the BattleTech universe. This sourcebook is the guide to the people and places in this new era, complete with maps and illustrations that show the Clan and Sphere current conditions.*Feb.* **$28.00**

Twilight of the Clans This scenario pack picks up where *The Dragon Roars* left off, presenting 10 scenarios to recreate the fighting for the Clan homeworld of Huntress. Has a BattleForce 2 Campaign too. **$22.00**

The Fall of Terra Oh no! Those loonies from Comstar who set up in House Marik territory and called themselves Word of Blake, take advantage of everyone else's attention being on the Clan-Innersphere conflict, and launch a multi-front blitzkrieg offensive on the Earth - going head to head with the Com Guard garrison. This book reveals who wins this deadly battle. **$20.50**

The Periphery Beyond the Inner Sphere lies the vast region of space known as the Periphery. Pirates raid the spaceways as countless kingdoms struggle to maintain their independence. Alone, these kingdoms have little effect on Inner Sphere politics, but together, they are a crucial element in the balance of power. Covers armies, people, worlds. etc. **$30.00**

BattleTech Technical Readouts and Record Sheets

Technical Readout 3025 Revised Printing Includes game statistics, technical backgound, and illustrations for 55 `Mechs, variants, and conventional vehicles, combat aircraft, etc. This revised priting also includes support vehicles, aerospace craft and rare Star League era mechs from Readout 2750, which is being dropped. **$25.50**

Technical Readout 3050 Revised The Clan OmniMechs, Omnifighters, Battlearmor, and all the standard Innersphere mechs now using the new technology. Also includes mechs and vehicles from the 2750 Tech Readout, as well as being re-formatted. 224 pages. **$30.50**

Technical Readout 3055 Illustrations (some in colour), descriptions & stats for Inner Sphere `Mechs, Clan OmniMechs & Omnifighters, 2nd-line `Mechs, and refits! **$25.50**

Technical Readout 3057 Dropships, Jumpships, Warships With Battlespace came a new age of space combat and technology. Both the Innersphere and Clans are rapidly building up their inventories in expectation of the renewel of war. All the latest dropship, warships, jumpships and aerospace fighters are covered here. Includes Battlespace rules clarifications & record sheets. **$25.50**

Technical Readout 3058 Tanks, mechs & more! Incredible discoveries of ancient, long buried Star League records have uncovered dozens of BattleMech and vehicle designs thought lost to antiquity. Re-tooled for the 31st century, these blueprintss have produced the latest and most effective weapons in the Inner Sphere's struggle against the Clans. Illustrations, descriptions and game stats of new Clan Mechs, and new Innersphere mechs and vehicles. **$30.50**

Technical Readout 3060 Armed with new Mechs and weapons, the Innersphere takes the fight to the Clans by striking at the Clan homeworlds. But the Clans alsohave new Mechs, new vehicles, and other surprises, including their new Ocelots! **$38.00**

3025/3026 Record Sheets The second in the series of all new books that provides pre-generated BattleTech Record Sheets for the BattleMechs and vehicles described in the Technical Readouts 3025 and 3026, including known variants and alternate configerations, with the game info on all weapons & equipment appearing on each sheet. **$30.50**

3050 Record Sheets Provides more than 250 filled out record sheets for Battlemechs, tanks, hovercraft & VTOLs from the BattleTech Technical Readout 3050. Includes variants and alternate configerations, with the game info on all weapons & equipment appearing on each sheet. **$33.95**

3055/3058 Record Sheets More than 250 filled out record sheets for the battlemechs, tanks, hovercraft and VTOLs described in BattleTech Technical Readouts 3055 & 3058, including variants and alternate configerations. As an added feature, the game information for the relevant weapons & equipment is printed on each record sheet! **$30.50**

3060 Record Sheets Pre-generated record sheets for all the mechs, tanks, and other new units found in Tech Readout 3060. Also new mech variants. **$36.00**

See MECHWARRIOR (in the Roleplaying section) for more BATTLETECH products & novels.

Babylon 5

CGS **Babylon 5 Component Game System** **/#
This is a game of galactic exploration, colonization, diplomatic and military conflict, and conquest - all in the Babylon 5 universe. This Limited Edition game is set in 2258 AD, just before the appearance of the Shadows and the Narn Centauri conflict. You lead one of the four main races, Earthforce, Minbari, Narn or Centauri. Babylon 5 is neutral territory. Can your ambassador living on Babylon 5 outwit the representatives of the other races? The Council resides on Babylon 5, voting on many issues which affect the galaxy. The size of your empire's economy and battlefleet dicatate your victory. Explore the galaxy on an evolving board that is different everytime you play. The board consists of 95mm geomorphic hexagonal tiles, each with 7 smaller hexagons. The player's homeworld tiles and Babylon 5 tile are placed down face up, but all other tiles are randomly placed face down, so you do not know what they are until a ship moves onto the tile to explore it. Some tiles have rich worlds ready to be colonised, others hazards such as black holes or nebulas. Use strategy to lead your fleets into combat with your opponents, the ships manoeuvring about on the small hexes printed on each tile. Minbari ships are the most manoeuvrable, Earthforce the least, but Starfuries and Omega Destroyers are powerful! Minbari Cruisers are the most powerful ships, of course. The basic game can be played as a simple explore, colonize, and conquer game. But the advanced game uses a deck of 60 non-collectable cards to resolve diplomacy on Babylon 5, as well as grant a whole plethora of advantages and disadvantages to the whole game. Counters have photos of the ships, colonies, etc that they represent, as do the cards have photos from the series. From 2 to 4 players can play.

⇒ **Babylon 5 CGS 2258 Board Game** $65.00
The primary boxed game, set in 2258, as described above.
⇒ **Babylon 5 Dice** (6 Babylon 5 dice) $12.00
⇒ **Babylon 5 CGS Reinforcement Pack** $35.00
Want to make your games bigger? More star-systems to fight over? This pack has 21 more map pieces and 96 more tokens, including all-new map sections with new planets and hazards, raider carriers and fighters, and more bases for the Centauri, Narn, Minbari, Earthforce, Vree, Shadows, Brakiri, Vorlons, Drazi and Psi-Corps. $35.00
⇒ **2258 The Vorlons Starter Set Expansion** $27.00
Five new map pieces including the Vorlon homeworld, Vorlon bases, Vorlon Planet Killer Ship, Heavy Cruisers, transports and squadrons. Complete rules, & deck of cards.
⇒ **2258 The League of Worlds Starter Set** $27.00
Five new map pieces including homeworlds for the Drazi, Brakir, Vreetan. Also ships and bases for those three races. You play all three races as one "power".
⇒ **2259 The Shadows Starter Set Expansion** $27.00
Five new map pieces including Z'ha'dum, Shadow bases, Shadow Battlecruisers, scouts, fighters, Shadow cards, and complete rules booklet with new rules for using Shadows.
⇒ **2259 Psi Corps Starter Set Expansion** $27.00
Six map pieces, Psi-Corps Black Omega Squadrons, other Psi-Corps ships, bases, cards, & complete rules book. This set allows you to play Psi Corps as an empire.

Babylon 5 CGS Board Game 2259 Edition **/#
A complete game in itself, this advances the game one year into the 2nd season of Babylon 5, set in 2259. Contains new cards, new empire control sheets, with John Sheridan instead of Sinclair, transformed Delenn, etc. With 50 playing cards, 7 dice, 96 counters, 21 map hex-pieces.

Babylon 5 CGS Board Game 2260 Edition *Due April'99.*
The 2260 Edition does not come as one complete game, but as four two-player starter kits. Each kit contains all the counters, cards and rules required to play two complete races, plus for a limited time only, an exclusive 6" toy figure of a Babylon 5 character.
2260 Earth-Minbari 2 Player Kit $70.00
Has an exclusive 6" toy figure of President Sheridan.
2260 Narn-Centauri 2 Player Kit $70.00
Has an exclusive 6" toy figure of Emperor Londo.
2260 Shadows-Psi-Corps 2 Player Kit $70.00
Has an exclusive 6" toy figure of a Shadow Bodyguard.
2260 Vorlons-League 2 Player Kit $70.00
Has an exclusive 6" toy figure of New Kosh.

Babylon 5 CGS Board Game 2261 Edition *Due July'99.*
The 2261 Edition does not come as one complete game, but as four two-player starter kits. Each kit contains all the counters, cards and rules required to play two complete races, plus for a limited time only, an exclusive 6" toy figure of a Babylon 5 character.
2260 Earth-Minbari 2 Player Kit $70.00
Has an exclusive 6" toy figure of Ranger Leader Delenn.
2260 Narn-Centauri 2 Player Kit $70.00
Has an exclusive 6" toy figure of Citizen G'Kar.
2260 Shadows-Psi-Corps 2 Player Kit $70.00
Has an exclusive 6" toy figure of Bester.
2260 Vorlons-League 2 Player Kit $70.00
Has an exclusive 6" toy figure of Purple or Green Drazi.

Other Games

GAM **BOMBERS OVER DA SULPHUR RIVER** */#
A new boxed wargame by Games Workshop, set in the Warhammer 40,000 universe. You can take the part of the Ork Fighta-Bommer pilots, screaming down to smash the vital bridges. Or you can command the heroic Imperial defense, pouring a devastating stream of flak and laser fire at your attackers

and directing the counter-attack of your brave but outnumbered Thunderbolt Interceptors. The faster the Bommerz go, the harder for them to hit the bridges with their bombs - but also makes them harder to shoot down. Has 6 metal miniatures, 3 piece game board, 18 counters, 8 dice. **$36.00**

SJG CAR WARS DELUXE **/#

A game of combat on the free-ways. Choose your vehicle - complete with weapons, armor, power plant, suspension, and body style. If you survive the road battles, your abilities will improve and you can accumulate money to buy bigger and better cars. Advanced rules let you design your own cars, cycles, three-wheelers, vans, trucks, 18-wheel trailer rigs, buses, boats, even helicopters! 144 page rulebook, the Car Wars Compendium, hundreds of full color counters, a giant 32" x 42" map of a town, plus two more maps. **$50.00**

GAM BOMBERS OVER DA SULPHUR RIVER */#

A new boxed wargame by Games Workshop, set in the Warhammer 40,000 universe. You can take the part of the Ork Fighta-Bommer pilots, screaming down to smash the vital bridges. Or you can command the heroic Imperial defense, pouring a devastating stream of flak and laser fire at your attackers and directing the counter-attack of your brave but outnumbered Thunderbolt Interceptors. The faster the Bommerz go, the harder for them to hit the bridges with their bombs - but also makes them harder to shoot down. Has 6 metal miniatures, 3 piece game board, 18 counters, 8 dice. **$36.00**

FAS CRIMSON SKIES **/##

A simple, fast playing air-combat board game for two or more players, by FASA. This game is set in 1937, in an alternate twentieth century where the United States has factionalized into numerous small countries. Mammoth zeppelins haul cargo and passengers the length and breadth of the continent, preyed on by pirates and protected by privateers. Players pilot their own fighters, gunships or bombers in the service of national militias. Players may design planes to suit their fighting style. With 24 3D cardboard playing pieces, 3 x 22x34" stunning maps, four booklets, dice. **$65.00**

Wings Over Manhattan Spotlights the Empire State, covering New York and New England. Focusing on Manhattan and the elite pilots of the Broadway Bombers, also with new aircraft, pilot profiles, rules for autogyros, and full color maps. *Due March.* **$33.00**

TAS FEDERATION & EMPIRE (DELUXE) ***/##

A comprehensive campaign set in the STAR FLEET BATTLES universe - the Coalition (Klingon, Lyran & Romulan) wage total war with the Alliance (Federation, Kzinti, Hydran & Gorn) for galactic supremacy. Components include an 80 page rule/scenario book, 1512 counters (individsual ships & squadrons), plus two 19"x23" maps (1,630 light years per hex). An impressive game that incorporates brutal tactical duels, sweeping fleet maneuvers, and economic strategy... **$99.00**

SJG ILLUMINATI DELUXE */#

This new edition non-collectable card game has 106 full-color cards and a revised rulebook. Secret conspiracies are everywhere! The phone company is controlled by creatures from outer space, the Congressional Wives have taken over the Pentagon, etc. Two to six players compete to grab powerful groups and increase their wealth and power. No ploy is too devious. *Due Feb'99.* **$75.00**

SJG INWO SUB GENIUS */#

This is a stand-alone game for 2 to 4 players. It is NOT a collectible card game. Every game has the same 100 cards. The rules are a slightly simplified version of *Illuminati, New World Order CCG*, All the cards in this game can, however be used with INWO CCG, and vice versa. The world is about to be destroyed, and you are the leader of a church faction, church of the Sub Genius. You complete against other factions for supremacy. **$32.50**

FFI MAG BLAST */#

A fast paced multi-player card game of intersteller war, set in the Twilight Imperium universe. Set the galaxy on fire with cards like: Minefield, Boarding, Catastrophic Damage, Direct Hit, Asteroids, etc. Take control of mighty combat spaceships and blow your opponents to smithereens. 110 cards, simple rules, 2 to 6 players. Average game takes 15 minutes. **$35.00**

AH MERCHANT OF VENUS */###

A game of luck and skill. You start with a small spaceship racing to accumulate wealth by transporting, trading and investing. You make money by buying trade goods from one culture and selling them to other cultures. Then you use profits to buy bigger spaceships, better shields, and finally build ports, factories, etc. Mounted mapboard, 394 counters, 12 ship cards, heaps of cards, play money, short rules. **$55.00**

FLY NUCLEAR WAR */#

A humorous card game with a tongue-in-cheek view of international diplomacy, propaganda, and finally holocaust. Two to six players engage in touchy negotiations until a warmonger pushes the button. This hilarious card game is easy to learn and fast to play. But if everyone nukes everyone else, no-one will win! With 100 cards, markers, spinner, play mats. **$50.00**

Nuclear Escalation A complete comical card game (which can be used with *Nuclear War)* of nuclear confrontation involving nervous world powers and jittery diplomats. Diplomacy is inevitable to fail, and then the missles start flying! With 108 new cards, special bomb dice, player mats, etc. **$50.00**

Nuclear Proliferation A complete comical card game (which can be used with the previous two titles) where you choose which power you'll play. War is sure to break out, with missiles, stealth bombers, subs, skud missiles, etc. With 108 new cards, nuclear misfunction dice, player mats, etc. **$50.00**

AH PRINCESS RYAN'S STAR MARINES */###

A combination card and board game based on the adventures of a rag-tag company of Star Marines and their attempt to rescue on the far flung home world of the Dark Empire. Up to six playersFeatures two stunning mounted mapboards, each 16"x22", short 16 page rules, 32 site cards, 36 guard cards, 24 marien cards, 50 weapon cards, 60 dispatch cards. Artwork is great! **$99.00**

WIZ ROBO RALLY Revised Printing */#

A unique and highly amusing board game designed by Richard Garfield, the designer of *Magic the Gathering*. The game is set of a distant planet which is an automated factory world that manufacturers widgets. But the robots maintaining the factories are bored, and they accidently discover a way of occupying themselves. One robot suffers a malfunction and scurries through a grid manufacturing centre, where it was spun about by conveyer belts, fried by industrial lasers, until it was finally converted into a widget. Twelve seconds later, the robots held the first "robo-rally", where a number of robots with the intelligence of your average door knob, raced across the deadly, ever changing factory floor. Includes 8 pewter robots, 6 mounted, interchangable mapboards, 84 program cards, 26 option carsd, rules & counters. **$70.00**

ARMED & DANGEROUS Contains six more stunning mounted mapboards, 26 option cards representing drones, missiles, self destruct, mines, teleporters, etc. A manual that describes the exact specifications of the new options and board elements, & extra counters to enhance game play. **$60.00**

CRASH & BURN Two all new gameboard squares, including flamers to fry your poor little robots with, oil slicks to send the robots in all directions (hopefully into a flamer), and portals to let your robot jump to other places on the maps. **$24.00**

GRAND PRIX Contains three new double sided mapboards, with hazards including multilevel ledges, portals, ramps, repulsor fields, etc. More mad factory racing mayhem! **$39.00**

RADIOACTIVE Contains three new single sided mapboards, with new hazards such as radiation, radioactive waste, one-way walls, yukky lethal (to robots) radiactive drains. **$35.00**

BTRC SLAG */#

The space combat game you don't need to be a rocket scientist to play, or a defense budget to afford. Fast enough to play over lunch, with custom ship design and handicapping rules for different tech levels to provide endless variation and challenge. Includes many pre-designed ships of various tech levels and sizes, peel-off stickers for ships, and two space maps on the inside covers. **$12.00**

GAM SPACE HULK **/####

Perhaps the most popular Science Fiction boardgame of all time. Set in the depths of space, vast derelict space craft drift ever closer toward the Imperium. Clad in mighty Terminator armor, the Space Marines board these derelict hulks and come face to face with the greatest threat to the Imperium - hordes of ravenous Genestealers, sent by their Tyranid masters to subvert mankind. There is a book with 48 missions set out in color, and the Space Marine player must attempt to complete the wide variety of missions, with a time limit and limited initiative. The Genestealer has unlimited resources, and usually ends up swamping the Marines. Can you succeed? With 10 plastic Terminators that are honestly better than the metal ones, 20 Genestealers, simple 32 page rulebook, 48 page mission book, 54 interlocking board sections, countes, 24 doors, banners & transfers, 7 dice. **$75.00**

MB STAR WARS MONOPOLY Classic Trilogy Ed */#

The standard game of Monopoly except with everything having a Star Wars flavour. With stunning Star Wars artwork, it features Star Wars real-estate such as the Imperial Palace replacing Mayfair, docking taxes, you buy Tie Fighters or the Millennium Falcon instead of Stations, 9 pewter tokens of the Star Wars characters including Vader, Leia, Luke, R2D2, etc, and instead of houses and hotels, there are X-Wings and Millennium Falcons, or Tie Fighters and Star Destroyers. **$90.00**

Hasbro Star Wars Trivial Pursuit Collectors Edition

Thousands of trivial pursuit questions plus photos of the Star Wars galaxy. The numbered gameboard has Star Wars photos, an electronic R2D2 Randomizer determines how many spaces you move, there are 2,400 questions in categories characters, weapons & vehicles, history, droids & creatures & aliens, and Wild Card. 100 photo questions. **$120.00**

Star Fleet Battles

TAS Star Fleet Battles Captain's Ed Basic Set ****/####

This boxed set contains a 224 page rulebook (with an introductory section), a 24"x20" starmap, 216 aounters and a 48 page SSD book (vessel stats). SFB is a serious, sprawling multi-player starship slugfest of a campaign where seven galactic empires compete in the exploration & conquest of space. The rulebook covers movement, combat, direct-fire weapons, seeking weapons, drones, plasma torpedoes, ship's systems, power systems, shuttlecraft, mine warfare, terrain (asteroids, black holes, etc), raceial backgrounds, scenario play (with 18 scenarios, including 4 against space monsters!), campaign play & designer's notes. **$60.00**

CADET TRAINING HANDBOOK Intro to SFB.	**$16.00**
CAPTAIN'S LOG #10 80 pages.	**$17.00**
CAPTAIN'S LOG # 12. 80 pages.	**$17.00**
CAPTAINS LOG # 13 80 pages, fiction, scenarios, new SSDs.	**$17.00**
CAPTAINS LOG # 15 80 pages.	**$17.00**
CAPTAINS LOG # 16 112 pages.	**$26.00**
CAPTAIN'S MODULE H2: Megahex II	**$27.00**
CAPTAIN'S MODULE K: Fast Patrol Ships	**$35.00**
CAPTAIN'S MODULE P6: Galactic Smorgasbord	**$17.00**
Master Annex File Details of every ship and fighter.	**$16.95**
MODULE C3: New Worlds III	**$29.95**
MODULE C4: Fleet Training Centre	**$42.50**
MODULE M: Star Fleet Marines Rules for marines in the SFB universe, covering boarding actions.	**$37.50**
MODULE R5 Battleships for the SFB universe.	**$27.00**
MODULE S1: Scenario Book #1 51 scenarios.	**$19.00**
MODULE S2: Scenario book # 2 with 50 new scenarios.	**$19.95**
MODULE T: TOURNAMENTS Tournament rules.	**$22.50**
SFB CAMPAIGN DESIGNER'S HANDBOOK	**$25.50**

AH Starship Troopers */##

This excellent game is a faithful representation of the hit movie. You'll lead a squad of Starship Troopers against giant, fierce bugs on a barren and forbidding planet. The game board has randomly placed features so no two games are alike. With full color stand-up counters with photos of the troopers and bugs, and a stunning mounted mapboard. Rules are nice and simple, and games take around one hour. **$60.00**

CGS Star Trek: The Next Generation */#

By Component Game Systems. The Federation, Klingons, Romulans and Ferengi vie for galactic supremacy in this exciting new game. Players form a new and unique board each time they play, using hexagonal map pieces. Allows great replay value. Be the first player to lead your empire to victory. Has control sheets, map pieces, tokens, cards, counters, rules. Compatible with Star Trek: Deep Space 9, and also with their Babylon 5 game! **$80.00**

CGS Star Trek: Deep Space 9 */#

By Component Game Systems. The Federation, Cardassians, Maquis and Dominion vie for control of Deep Space 9 and the Bajoran Wormhole. Players form a new and unique board each time they play, using hexagonal map pieces. Allows great replay value. Be the first player to lead your empire to victory (economically, politically or territorially). Has control sheets, map pieces, tokens, cards, counters, rules. Compatible with Star Trek: Next Generation, and also with their Babylon 5 game! **$80.00**

FFG Twilight Imperium */#

As soon as I learnt of this game I immediately hunted down the manufacturer and ordered a whole heap of 'em! This is a visually stunning and very playable *board*game of galactic colonization, conquest, and expansion, for 2 to 6 players. The gameboard is different every game, as it has 49 beautiful, 76mm-wide thick-card, geo-morphic hexes, that are arranged differently each game. These tiles include planets, twin-world systems, asteroid fields, supernovas, wormholes, & empty space. Players control one of six unique alien races and one homeworld, whereupon they spend production to build spaceships, planetary defenses and units, spacedocks, and develop technology. 76 action cards and 20 political cards add plenty of random events to the game, but often the player who best backstabs the others will win! The rules are a refreshingly short 16 pages, so concentrate on fast paced, action filled games. Ship types are fighters and carriers, cruisers, and dreadnoughts. Thoroughly recommended. **$85.00**

Borderlands Adds two new races to *Twilight Imperium*. The 8 page rulebook also adds several advanced rules options such as assassins, advanced construction, mines, & declarations of war and peace, etc. Includes 238 counters for the two new races and advanced rules, and 32 new action and political cards. **$34.00**

Distant Suns Gives neutral planets pre-existing wealth, dangers, ground forces; a two table game for eight players connected by worm-hole; official tournament rules; optional rules including advanced trade; 32 additional cards, and sheet of counters with more dreadnoughts and ground forces! **$45.00**

Twilight Armada More than 300 plastic miniatures of dreadnoughts, cruisers, carriers, fighters, PDS, ground forces, starbases, etc, in six colors, and also red and white counters, to represent ones and fives. **$63.00**

The Outer Rim Adds thirteen additional hex-systems to form a fifth galactic ring around Mecatol Rex, including two new home systems for two new races. Also has new counters for the two new races, and new Leader Counters and Shock Troopers for all ten races, with new rules. **$48.00**

Fantasy

FFG BattleMist */#

This is a fantasy version of *Twilight Imperium*. In the ever-changing domain of Mennara, trouble stirs. Control one of six powerful races, which are Dwarves, Elves, Knights, Orcs, Barbarians, Undead, and lead your realm into vast forests, plains and mountains in search of the key to ultimate power, the Stars of Timorran. Expand your realm, grow impressive cities, building mighty armies, wield terrible magic, and send heroes on quests. Featuring the hexplay adaptable gameboard, so every game is different. For 2 to 6 players. With 25 plastic markers, 2 colorful counter sheets, 45 quest cards, 84 action cards, hex map. **$100.00**

The Sails of War Contains a large blue hex-grid map, and counters for trade ships, warships and transport ships. Players must face turbulent waters and sea monsters as they brave the waters. *Due Feb.* **$50.00**

COS Cosmic Wimpout */#

A fast paced game played with 5 special Cosmic Wimpout dice. Players try to roll scoring combinations and take points which will add up to a winning total. But many times a player is forced to keep rolling by several strange rules. You can also win or lose outright by just one roll. For any number of players. Available in three formats:

Cosmic Wimpout Tube	**$10.00**
Cosmic Wimpout Boxed	**$18.00**
Cosmic Wimpout Travel Edition With velvet bat	**$34.00**

ATL Cults Across America */#

The board game of the Cthulhu world. Pummel the President. Buy a tank. Sack Arkham. Shoot Nyarlathotep with a Cosmic Ray Gun. You'll command cultists, high priests, tanks, the national guard, the President, even Cthulhu himself. With challenging resource management, detailed combat choices, three scenarios, 112 game cards. 18x28" color board, 384 counters. **$90.00**

CGS Hercules: The Legendary Journeys */#

By Component Game Systems, this exciting board game is based on the TV series. Take up the role of Hercules, Iolaus and other popular characters from the series as you explore Greek mythology. This game features both co-operative play, and competitive play, where players race against each other to accomplish missions quickly. Can be played with the Hercules game. With 4 character control sheets, 14 map pieces, 50 playing cards, 56 counters. **$65.00**

STE KNIGHTMARE CHESS # 1 */#

An extremely popular excessory for the game of chess. This box contains 80 dark and beautiful cards, featuring art by Rogerio Vilela, and simple rules. You must have a chess set to play. You play chess as normal, but every turn a player takes a card as well as moving a piece. The card may tell you to rotate the board 90 degress, for example, and suddenly all your pieces have to move in a different direction! You can also play card's on your opponent's moves - making things really chaotic! **$30.00**

STE KNIGHTMARE CHESS # 2 */#

Here are 80 more cards to wake up your chess game - 78 brand new cards illustrated by Rogerio Vilela, and two blanks for you to make your own cards. You don't need KC#1 to use this one. Complete rules are included to use these new cards. **$30.00**

AH Monsters Ravage America */#

Things look hopeless! America is in turmoil. Cities are being crushed. Historic landmarks are getting pulverized. The armed forces are fighting back as 8 giant monsters ravage America. For 1 to 4 players, each of which controls one giant monster and one branch of the armed forces. 2 mounted 16"x22" boards, 23 plastic playing pieces, counters, 44 cards, etc. **$90.00**

AH TITAN **/#

A ripsnorting fantasy slugfest for 2 to 6 players, each of whom becomes a Titan vying for domination. These Titans move about the abstract 16"x22" Masterboard trying to muster the largest legion of fantastic beasties. When opposing legions clash on the Masterboard play is transfered to one of eleven 8"x11" Battleland maps. With 621 large, attractive counters. **$65.00**

GAM TALISMAN 3rd Edition */#

It is a game played in a mythical world of dragons and sorcery. As a wizard, warrior, elf, dwarf, or one of seven other characters with special powers, each player must set off on a quest to find the Magic Talisman. The journey will be filled with danger - monsters, traps, and evil beings are awaiting to defeat your character. Mounted gameboard, 11 miniatures, 11 character cards, 129 adventure cards, 30 spell cards, 40 purchase cards, tower, talisman, toad cards, over 100 counters, 32 coins, etc. A good fun romp. **$90.00**

ICE THE HOBBIT */#

A superb family game based upon Tolkien's novel *The Hobbit*. The game is simple, just four pages, but flows and plays very well, successfully capturing the character of the novel. Each player, (2-4) is a hobbit, off adventuring around Middle Earth while searching for experience and talismans to enable him to defeat Smaug. The game features a stunning mounted mapboard of Middle Earth with point to point movement system, eight decks of cards; there are all manner of gold, special cards, talismans, etc, to collect in your journeys. Once you have accrued enough experience and artifacts etc, you race to the mountain to take on the dragon. Includes 4 plastic hobbits, coins & life points, special dice. **$60.00**

AH TITAN: The Arena */#

Like the bloodthirsty spectators of an ancient Roman coliseum, players wager on the outcome of bloody battle involving fantasy creatures. Each of the 2-5 players uses strategy and cunning, together with some good luck, to protect their wagers and to keep their monsters alive until the end of the game. With 110 cards of 8 major creatures, 88 creature strength cards, 11 minor creatures, 25 wagering chips, etc. Each creature has its own characteristics **$40.00**

GAM WARHAMMER QUEST */#

This is the game of battle, magic and adventure in the danger ridden caverns of the Warhammer world. You take the part of heroic warrirors as they explore the caves and tunnels, vanquishing terrifying monsters and avoiding deadly traps intheir quest for treasure and glory. Includes rules, adventure book, 192 roleplay book, over 100 cards for dungeon, treasure, event, spell decks, etc; tons of counters, card floorplans including 10 plastic door ways, and the best - over 90 plastic Citadel miniatures, including: 6 orc warriors, 6 orc archers, 12 giant rats, 12 giant spiders, 6 night goblin archers, 6 night goblin spearmen, 12 giant bats, 12 snotlings, 3 minotaurs, 12 skaven, barbarian, wizard, elf, and dwarf. **$119.00**

Lair of the Orc Lord Dare to enter the domain of the Black Fang Orcs of Mount Gunbad, rule by the Warboss Gorgut. With eight metal miniatures including Gorgut, two rooms and passageway, rules, cards, etc. **$57.00**

WARHAMMER QUEST MINIATURES

CIT00081	PIT FIGHTER CHARACTER PACK	$20.00
CIT00098	IMPERIAL NOBLE	$20.00
CIT00104	WARRIOR PRIEST	$20.00
CIT00128	DWARF TROLLSLAYER CHARACTER	$20.00
CIT00159	WITCH HUNTER	$20.00
CIT000203	TREASURE CARDS DECK 1	$15.00
CIT000210	TREASURE CARDS DECK 2	$15.00
CIT000227	TREASURE CARDS DECK 3	$15.00
CIT000265	EVENT CARDS	$15.00

AH WIZARDS QUEST */#

One of the most popular fantasy board games ever designed. For two to six players, the mapboard portrays the island of Marnon, which has been divided into 36 territories and eight castles. Orcs are placed in one third of these places, and players in turn place their men in the remaining unoccupied spaces. With superb full color mapboard, one sheet of counters, 35 Petition Cards, one instruction folder, two dice. **$50.00**

CGS Xena: Warrior Princess Board Game */#

By Component Game Systems, this exciting board game is based on the TV series. Xena, Gabrielle and other popular characters are used to explore Xena's mythical ancient Greek world. This game features both co-operative play, and competitive play, where players race against each other to accomplish missions quickly. Can be played with the Hercules game. With 4 character control sheets, 14 map pieces, 50 playing cards, 56 counters. **$65.00**

K&M MODEL TREES

Deciduous Tree Size 1	- Green	Height - 3cm without base
	- Autumn	Height - 3cm without base

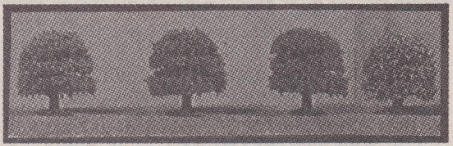
$1.10 each unbased	**or**	**$99.00 for a box of 100**

(There are no suitable bases. Trees are suitable for 1/300th: Epic Warhammer 40,000, BattleTech, Micro, etc.)

Fir Tree Size 1	- Green	Height - 3cm without base

$1.10 each unbased	**or**	**$99.00 for a box of 100**

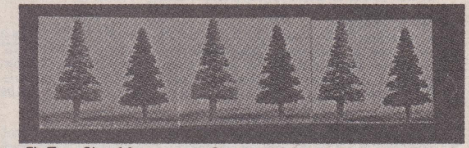
(There are no suitable bases. Trees are suitable for 1/300th: Epic Warhammer 40,000, BattleTech, Micro, etc.)



Deciduous Tree Size 1A	- Green	Height - 5cm without base
	- Green	Height - 6cm with base
	- Autumn	Height - 5cm without base
	- Autumn	Height - 6cm with base

$1.95 each unbased	**or**	**$43.00 for a box of 25**
$2.65 each based	**or**	**$59.00 for a box of 25**

(Trees are suitable for 15mm or 1/300th: DBM, Napoleonics, Epic Warhammer 40,000, BattleTech, Micro, etc.)



Fir Tree Size 1A	- Green	Height - 5.5cm without base
	- Green	Height - 6.5cm with base

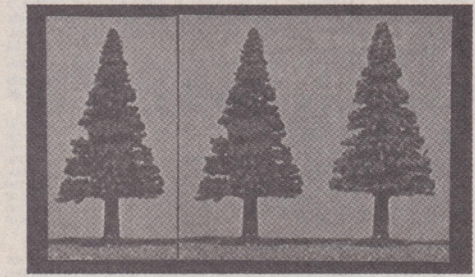
$1.95 each unbased	**or**	**$43.00 for a box of 25**
$2.65 each based	**or**	**$59.00 for a box of 25**

(Trees are suitable for 15mm or 1/300th: DBM, Napoleonics, Epic Warhammer 40,000, BattleTech, Micro, etc.)

Deciduous Tree Size T70	- Green	Height - 7cm without base
	- Green	Height - 9cm with base
	- Autumn	Height - 7cm without base
	- Autumn	Height - 9cm with base

$3.25 each unbased	**or**	**$73.00 for a box of 25**
$3.95 each based	**or**	**$88.50 for a box of 25**

(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)



Fir Tree Size 2A	- Green	Height - 10cm without base
	- Green	Height - 12cm with base

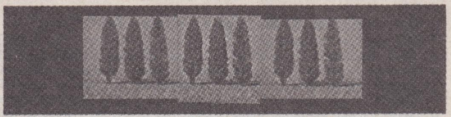
$3.75 each unbased	**or**	**$67.50 for a box of 20**
$4.45 each based	**or**	**$80.00 for a box of 20**

(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)

Deciduous Tree Size 3	- Green	Height - 13cm without base
	- Green	Height - 15cm with base
	- Autumn	Height - 13cm without base
	- Autumn	Height - 15cm with base

$4.95 each unbased	**or**	**$89.00 for a box of 20**
$5.65 each based	**or**	**$101.00 for a box of 20**

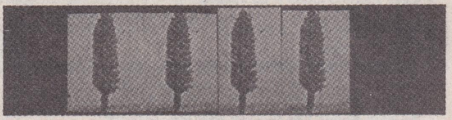
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, Warzone, and 1/72nd or 1/76th scale, eg Panzerfaust.)



Poplar Tree Size 1	- Green	Height - 3.5cm without base

$1.10 each unbased	**or**	**$99.00 for a box of 100**

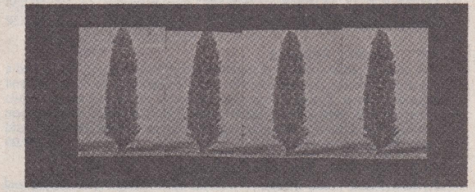
(There are no suitable bases. Trees are suitable for 1/300th: Epic Warhammer 40,000, BattleTech, Micro, etc.)



Poplar Tree Size 1A	- Green	Height - 5.5cm without base
	- Green	Height - 6.5cm with base

$1.95 each unbased	**or**	**$43.00 for a box of 25**
$2.65 each based	**or**	**$59.00 for a box of 25**

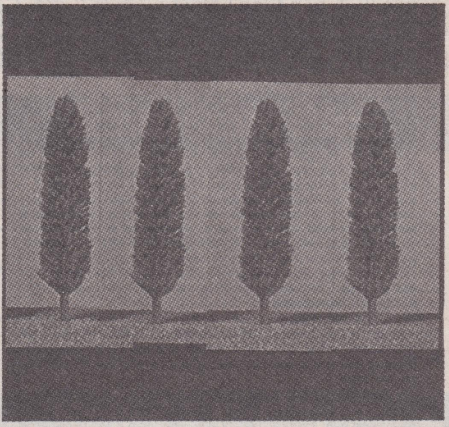
(Trees are suitable for 15mm or 1/300th: DBM, Napoleonics, Epic Warhammer 40,000, BattleTech, Micro, etc.)



Poplar Tree Size 2	- Green	Height - 6.5cm without base
	- Green	Height - 7.5cm with base

$2.50 each unbased	**or**	**$56.00 for a box of 25**
$3.20 each based	**or**	**$72.00 for a box of 25**

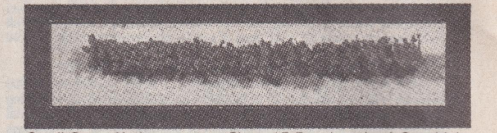
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)



Poplar Tree Size 3	- Green	Height- 12.5cm without base
	- Green	Height- 14.5cm with base

$4.95 each unbased	**or**	**$89.00 for a box of 20**
$5.65 each based	**or**	**$101.00 for a box of 20**

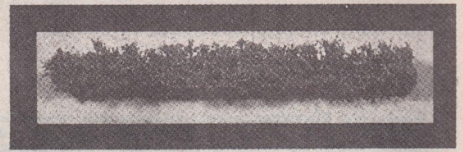
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, Warzone, and 1/72nd or 1/76th scale, eg Panzerfaust.)



Small Green Hedge	Size - 15.5cm long by 1.6cm high

$2.95 each	**or**	**$53.00 for a box of 20**

(Suitable for 15mm ancients, Napoleonic, fantasy etc, or as a small hedge for Warhammer Fantasy or 40K, WW2.)



Large Green Hedge	Size - 18cm long by 2cm high

$4.75 each	**or**	**$85.50 for a box of 20**

(Suitable for all 25mm figure scales, eg, Warhammer Fantasy or 40K, World War Two, US Civil War, etc.)

K & M. TREES
K & M. TREES
K & M. TREES
K & M. TREES

K & M FLOCK

An excellent range of fine flock to put on the bases of your miniatures.

K&MSCATTER1	Grass Green Flock	$4.50
K&MSCATTER2	Grass Medium Green Flock	$4.50
K&MSCATTER3	Light Olive Green Flock (This color is the closest to Citadel Flock)	$4.50
K&MSCATTER4	Dark Olive Green Flock	$4.50
K&MSCATTER7	Dark Green Flock	$4.50
K&MSCATTER9	Dark Brown Flock	$4.50
K&MSCATTER10	Mushroom Brown Flock	$4.50
K&MSCATTER14	Golden Sand Flock	$4.50

K&M Trees, hedges, and Geo-hex hill

Scenery for Miniatures

COLOR CODE

■ New Item Now Available and in Stock

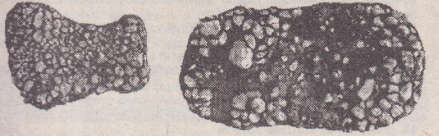
■ New Item Not Yet Released

Adventurous Spirit
Roads, Rivers, Terrain

High quality roads and rivers etc made of rubber urathane. Most items are cast in a light brown (or grey if cobblestones). so just need dry brushing with acrylic paints. I f you lightly buff with very fine sandpaper. the surface will be easier to paint.

DBM 15mm Terrain Features

DBM Enclosed Fields (2 different fields)	$15.00
DBM Rough Going (3 different patches rough going) *below*	$20.00



DBM Swamp (170mm x 100mm, peanut shaped)	$9.00
DBM Lake (250mm x 150mm, peanut shaped)	$18.00
DBM Terrain Set 1 (one each of above four packs)	$62.00

6mm Scale Road Sets

6mm Straight Dirt Road Set, 180cm long, 3cm wide	$20.00
6mm Curved Dirt Road Set, (7 curved pieces, 3cm wide)	$20.00
6mm Junction Dirt Road Set (2 x Xroad, 4 T, 2 Y, 3cm wide)	$20.00
6mm Sealed Surface Straight Road Set, 180cm x 3cm	$20.00
6mm Sealed Surface Curved Road Set, 12 curved pieces	$20.00
6mm Sealed Surface Junction Road Set, 2 X, 4 T, 2 Y	$20.00

15mm Scale Road Sets

15mm Straight Dirt Road Set, 120cm long, 5cm wide	$40.00
15mm Curved Dirt Road Set, 85cm long, 5cm Wide	$40.00
15mm Junction Dirt Road Set, X-Rd,2xT-Inter,Y-Junction	$40.00
15mm Big Dirt Road Set (Any 3 of the above sets)	$110.00
15mm Dirt Roads Starter Set: 2 Straight, 1 Curved, 1 Junction	$140.00
15mm Straight Cobblestone Road Set, 120cm x 5cm	$40.00
15mm Cobblestone Road Junctions (2 T, 2 Xroads, 5cm wide)	$40.00

25mm Scale Road Sets

25mm Straight Dirt Road Set, 180cm long, 7cm wide	$50.00
25mm Curved Dirt Road Set (6 curved pieces, 7cm wide)	$25.00
25mm Junction Dirt Road Set (2 x T, 1 x X, 1 x T, 2 x turn)	$50.00

River Sets

DBM River Straight Pack (4cm wide by 120cm long)	$40.00
Cast in brown. Has six mostly straightish pieces, including a natural ford crossing.	
DBM River Winding Pack (4cm wide by 80cm long)	$40.00
Cast in brown. Has eight pieces. all winding. Supplement to above pack.	
DBM River/Stream System (4cm wide by 300cm long)	$110.00
Cast in brown. Has eighteen pieces. includings road crossing. bridge crossing (needs a bridge). ford crossing. lots of straight and winding sections.	
DBM River/Stream System with Resin Bridge (as above + br)	$126.00
25mm Scale River Set, 200cm x 10-14cm wide (10 pieces)	$100.00

Shell Craters

Any Scale Crater Set (20 assorted craters, 12mm-30mm wide)	$6.00
Big Crater Set (10 assorted craters, 30mm-80mm wide)	$15.00

DBM 15mm Temporary Defense

AS71 15mm Resin Palisade with gate (8cm long)	$5.95
AS72 15mm Resin Palisade (8cm long)	$5.95
AS73 2 x 15mm Resin Palisades (4cm long)	$7.95
AS75 2 x 15mm Resin Palisade Corners	$6.95

Armorcast's Terraform

Armorcast are the company who brought us those magnificent resin ktis of Warhammer 40,000 titans and vehicles. We are not allowed to import those vehicles to Australia any more, but Armorcast have just released a magnificent rage of resin battlefield scenery for use with Warhammer 40,000, Warzone, Kryomek, and Legions of Death/Planetstorm. Check these out - they are fantastic!

Ruined Building Corners

ARM110 Ruined Building Corner with Single Door	**$13.50**
Stands 62mm high. with one single door. 4 windows. 75mm x 80mm	
ARM111 Ruined Building Long Corner with Double Door	**$13.50**
Stands 62mm high, with single door & double door. 3 windows. 40mm x 115mm	
ARM112 Low Ruined Building Corners (2)	**$17.95**
Two L shaped 40-50mm tall ruined building corners. one longer than the other.	
ARM113 Low Ruined Building Corners with shell holes(2)	**$17.95**
Similar to above. but pitted and scored with shell holes.	
ARM115 Two Stories Ruined Building Corner, Roller Door	**$15.95**
Stands 88mm high. with single door. roller door, 6 windows. 85mm x 55mm	
ARM116 Two Stories Ruined Building Long Corner	**$15.95**
Stands 88mm high. with single door. 8 windows. 47mm x 102mm	
ARM117 Two Story Corner with Floor	**$21.50**
Two story high corner of a building with windows at ground and first floor level. with a floor for the first floor. 9cm high. 11cm wide.	
ARM118 Three Story Corner with Two Floors	**$35.95**
Three story high corner of a building with windows at ground. first floor level. and second floor level. with a floor for first and second levels. 12.5cm high.	
ARM119 Four Story Corner with Three Floors	**$35.95**
Four story high corner of a building with windows at all floor levels. with a floor for first, second and third levels. 17.5cm high.	
ARM121 T Section of Ruined Building with Door	**$14.50**
A T section of ruined building with a door, about 6cm high.	
ARM122 Taller T Section of Ruined Building	**$14.50**
A much taller T section of ruined building without a door. About 9cm tall.	
ARM123 Ruined Cathedral Straight Wall	**$26.95**
A stunning ruined cathedral wall, about 9cm high.	
ARM124 Ruined Cathedral Corner	**$26.95**
A stunning ruined cathedral corner section. about 9cm high.	
ARM125 Ruined Cathedral Ends	**$16.50**
ARM126 Cathedral Rubble I	**$16.50**
ARM127 Cathedral Rubble II	**$12.95**

High-Tech Walls

ARM130 High Tech Walls Set 1 (2)	**$15.95**
Two walls about 6cm tall, one 15cm wide and one 10cm wide.	
ARM132 High Tech Walls Set 2 (2)	**$15.95**
Two walls about 6cm tall, 12.5cm wide. Great for Necromunda.	
ARM133 High Tech Walls Set 3 (2)	**$15.95**
Two walls about 6cm tall, 15cm & 10cm wide. covered with pipes. bolts. levers.	
ARM134 High Tech Walls Set 4 (2)	**$15.95**
Two walls about 6cm tall, each 12.5cm wide, covered with pipes. bolts. levers.	
ARM135 4" long 1" tall High Tech Walls (3)	**$10.95**
Three 4" long 1" tall, high tech walls.	
ARM136 6" long 1" tall High Tech Walls (3)	**$13.50**
Three 6" long, 1" tall high tech walls.	

Stone Walls

ARM140 10cm x 2cm Small-Rock Walls (3)	**$10.95**
Walls 2cm tall, 10cm long. made of small rocks.	
ARM142 10cm x 2.5cm Quarry-Stone Walls (3)	**$10.95**
Walls 2.5cm tall, 10cm long, made of quarry stones.	
ARM146 10cm Straight Sandbag Walls (3)	**$10.95**
Walls 2.5cm tall, 10cm long, straight, made of sandbags.	
ARM148 10cm Curved Sandbag Walls (3)	**$10.95**
Walls 2.5cm tall, 10cm long, curved, made of sandbags.	
ARM160 15cm x 2cm Small-Rock Walls (3)	**$12.50**
Walls 2cm tall, 15cm long. made of small rocks.	
ARM162 15cm x 2.5cm Quarry-Stone Walls (3)	**$12.50**
Walls 2.5cm tall. 15cm long, made of quarry stones.	
ARM190 23cm x 2cm Small-Rock Walls (2)	**$12.50**
Walls 2cm tall, 23cm long. made of small rocks.	
ARM192 23cm x 2.5cm Quarry-Stone Walls (2)	**$12.50**
Walls 2.5cm tall, 23cm long, made of quarry stones.	

Science Fiction Terrain

ARM210 Piles of Rubble	**$10.95**
A 25mm high pile of bricks. and 25mm high pile of scrap.	
ARM218 Large Pile of Junk	**$15.50**
7.5cm tall pile of vehicle parts and other junk.	
ARM220 Tri-Tank Fuel Cells	**$9.50**
Three round chemical storage tanks connected together. about 30mm high.	
ARM222 Cryo Generator & Small Power Unit	**$10.95**
37mm high Cryo Generator and 25mm high Small Power Unit.	
ARM224 Cyro Tank, Fuel Processor, Oil Storage Tank	**$10.95**
37mm high Cyro Tank. 30mm tall Fuel Proessor. 25mm tall Oil Storage Tank.	
ARM230 Large Tri-Tank Fuel Cells	**$15.95**
Three large round chemical storage tanks connected together. about 50mm high.	
ARM232 Large Cryo Generator	**$13.50**
One large Cryo Generator. about 60mm high.	
ARM234 Large Fuel Processor (1)	**$10.95**
One large Fuel Processor. about 40mm high.	
ARM236 Large Cryo Tanks (2)	**$13.50**
Two large spherical Cryo Tanks. about 60mm high.	
ARM240 Power Grid (2)	**$11.95**
Two pieces of a Power Grid. one abot 20mm high. the other 45mm high.	

Containers

ARM310 Small Wooden Crates (9 crates)	**$10.95**
ARM312 Medium Wooden Crates (6 crates)	**$10.95**
ARM314 Medium Vertical Wooden Crates (4 crates)	**$10.95**
ARM316 Medium Vertical Metal Crates (4 crates)	**$10.95**
ARM320 Large Wooden Crates (4 crates)	**$13.50**
ARM322 Large Metal Crates (4 crates)	**$13.50**
ARM324 Large Vertical Wooden Crates (3 crates)	**$13.50**
ARM326 Large Vertical Metal Crates (3 crates)	**$13.50**
ARM340 Small Stack of Crates Set 1 (2 stacks)	**$11.95**
ARM342 Small Stack of Crates Set 2 (2 stacks)	**$11.95**
ARM343 Big Crate Stack 1, multi-level (1 stack)	**$17.95**
ARM344 Big Crate Stack 2, multi-level (1 stack)	**$17.95**
ARM345 Big Crate Stack 3, multi-level (1 stack)	**$17.95**
ARM346 Big Crate Stack 4, , multi-level (1 stack)	**$17.95**
ARM380 Barrels & Drums (7)	**$13.50**
ARM382 Wooden Barrels (7)	**$13.50**

ARM510 Mechanic's Tool Boxes (8)	**$11.95**
Eight tool boxes. jerry cans. storage boxes. etc.	
ARM520 Double Check Valve	**$18.50**
ARM530 Transformers	**$16.50**
ARM550 Control Room Panels (3 pieces)	**$17.95**
Three computer consoles. about 5cm high.	

Rocks & Giant Crystals

ARM410 Outcroppings of Giant Quartz Crystals Set 1 (2)	**$11.95**
Two outcroppings of huge crystals. about 4cm tall.	
ARM412 Outcroppings of Giant Quartz Crystals Set 2 (2)	**$11.95**
Two more outcroppings of huge crystals. about 4cm tall.	
ARM430 Outcroppings of Giant Fluorite Crystals (2)	**$11.95**
Two outcroppings of giant fluorite crystals. about 2cm high. and different widths.	
ARM436 Outcroppings of Giant Pyrite Crystals Set 1 (2)	**$11.95**
Two outcroppings of giant pyrite crystals. about 2cm high. and different widths.	
ARM438 Outcroppings of Giant Pyrite Crystals Set 1 (2)	**$11.95**
Two outcroppings of giant pyrite crystals. about 2-3cm high. and different widths.	
ARM442 Large & Small Sandstone	**$11.95**
The large sandstone is about 9cm tall by 5cm wide. the other is about 2.5cm high.	
ARM443 Large Sandstone	**$12.50**
ARM444 Slate Wall & Mesas	**$11.95**
A large slate wall about 4cm high. and two groups of rocks. 2-3cm high. Great!	

Rivers

ARM490 River Set (8 pieces)	**$77.95**
A river 120cm long. 9cm wide. with rocky. grassy. sandy banks.	
ARM491 River Straight Pieces (2 pieces)	**$23.50**
15cm and a 20cm long pieces of river. same as above.	
ARM492 River Curved Pieces (2 pieces)	**$21.50**
12.5cm and a 17.5cm long pieces of river. same as above.	
ARM493 River Spring & Y Intersection	**$26.00**

Alien Plants

ARM611 Alien Small Pod Plant Cluster	**$10.95**
A large patch of ground with 4cm tall rock and several large alien plants.	
ARM612 Small Alien Plant Pod Cluster	**$10.95**
ARM614 Alien Medium Sized Pod Plant	**$17.50**
One huge alien leafy pod plant, around 6cm high.	
ARM624 Alien Medium Sized Mantrap Plants	**$28.95**
Two huge mantrap plants, one open, one closed. about 6cm tall.	
ARM625 Large Alien Mantrap Plant	**$28.00**
ARM670 Alien Spike Cactus	**$15.95**
Large spiky alien cactus plant, around 7cm tall.	

Tree Stumps

ARM690 Small/Medium Tree Stumps (5)	**$12.50**
5 small and medium sized tree stumps, one hollow.	
ARM691 Giant Hollow Tree Stump (1)	**$12.50**
A huge hollow tree stump - you can fit several 30mm figures inside.	

Fortifications

ARM710 Trench Starter Set	**$69.95**
Has two weapons pits, two corners and a straight.	
ARM711 Tench Weapons Pit	**$24.50**
The trenches are 20mm deep inside, and 25mm wide inside.	
ARM712 Straight & Corner Trenches (3)	**$35.95**
Two corner trenches pieces and one straight trench piece.	
ARM713 T-Intersection Trenches (2)	**$21.50**
Two T-Intersection Trench pieces.	
ARM714 Two Straight Trenches	**$28.00**
ARM718 Small Weapons Pits	**$24.00**
ARM720 Sandbag Bunker	**$74.95**
A huge two story sandbag bunker.	
ARM721 Sandbag Emplacement	**$26.95**
Large Sandbag emplacement.	
ARM722 Large Concrete Bunker	**$90.00**

Bridges & Obelisks

ARM810 Stone Bridge with Gargoyle Pillars	**$84.95**
A huge stone bridge with gargoyles on the four pillars.	
ARM815 Tech Bridge	**$78.00**
ARM860 Tall Skull Obelisk	**$21.50**
ARM870 Bone Walls I	**$20.00**
ARM871 Bone Walls II	**$20.00**

Dwarven Forge

Master Maze

ROOM & PASSAGE SET Beautiful 3D dungeon sets, for 25mm scale figures. Each piece is intricately sculpted, cast in durable resin, and hand painted, with felt stuck beneath each piece. The pieces can be arranged and rearranged into rooms and passages of countless shapes and sizes. Also comes with foam storage and a booklet of setup ideas. This *Room and Passage Set* includes 9 passage pieces, 25 room pieces, 3 swinging doors, 55 bow tie connectors. $149.95

ROOM SET To be used with the above, includes 29 Room pieces, 2 swinging doors, and 50 bow tie connectors. $99.95

25 DIAGONAL WALLS SET To be used with the above, includes 25 diagonal wall pieces with 50 bow tie connectors. $99.95

Curved Walls & Passages Set With 4 Curved Passages, 8 Curved Corners, and 30 Bow Tie Connectors. **$99.95**

OCTAGONAL ROOM SET To be used with the above, includes 29 Room pieces that make up an octagonal room, 2 swinging doors, and 50 bow tie connectors. $99.95

OGRE'S DEN Has one finely detailed all-purpose monster's lair – very cute! Also a swinging door, raisable portcullis, treasure. $109.95

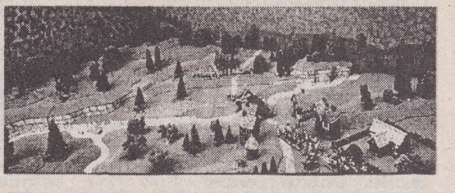
RAISABLE PORTCULLIS A small stone archway with a small raisable portcullis – very cute! **$19.00**

RED PILLARS A set of 8 red pillars, each 40mm high. **$27.00**

WICKED ADDITIONS SET Has 2 Curved Passage Pieces, 4 Curved Corner Room Pieces, 2 Large Rectangular Floor Tiles, 2 sets of Upper and Lower Stairs, 4 Red Pillars, 1 Long Straight Passageway, 1 Demon Archway, 1 Raisable Portcullis, etc. **$129.95**

Geo-Hex

The world is not flat, but your games tabletop is, and that's why you need the revoluationary, patented, landscape system from Geo-Hex. Unlike boring rectangles and one-off hills that limit you, Geo-Hex is comprised of seven shapes engineered to let you simulate any portion of the earth's surface. All pieces are finished and ready to use, you simply arrange them into pleasing landscapes. We do carry stocks of most of the range, but please allow two to three weeks delivery from your order date if any item is not in stock. But rest assured, we import this product by air direct from the USA.



GH105 WORLDPAC GameScape Green Set **$210.00**
Includes 41 green-flocked hexagonal and part-hexagonal landscape shapes that make hills with smooth contoured sides, the full hexagonal tiles being 30cm from edge to edge, a matching 120cm x 180cm GameScape Flocked Green Mat, and scenic cloth for a stream and forest, and a bag of matching lichen. Includes 24 cornerlots to help lock the landscape pieces together. I bought one of these myself, and it is absoluately stunning. A great investment.

GH205 WORLDPAC GameScape Desert Set **$210.00**

GH110 Hill Set GameScape Green **$105.00**
Adds 25 green-flocked hexagonal and part-hexagonal landscape shapes with smooth-sloped contours, identical to those found in the *Worldpac* sets.

GH120 Rough Hill Set GameScape Green **$105.00**
Adds 25 green-flocked hexagonal and part-hexagonal landscape shapes with sheer cliff faces, letting you add steep hills and impassable terrain to your *Worldpac* sets. I bought one of these too.

GH140 Rough Terrain Set GameScape Green **$185.00**
Adds 46 pieces being hill sheer edge pieces and hill transitional

pieces.

GH1301 The Expander Set GameScape Green $185.00
Adds roads to the set. With 35 pieces that cover over 23 square feet, 23 pieces being reversible hexes with plain green on the back and roads on the face. The contour shapes have roads up the face.

GH1601 Master Terrain Set GameScape Green $560.00
Over 64 square feet of tabletop lanscape. This system can bury a ping pong table with pieces to spare. 135 pieces, including 44 reversible hexes and half hexes, contour shapes, and cornorlocks.

GH305 WORLDPAC BattleScape Green Set $250.00
Identical to GH105, except that the landscape tiles and Battlescape flocked mat have a 1½" hexagonal grid printed on them, for playing games such as BattleTech.
GH405 WORLDPAC BattleScape Desert Set $250.00

PSL12 Sloped Pack (2 gentle hill corners, 2 longs) **$13.00**
PTN12 Transition Pack (4 sheer hill transition pieces) **$17.00**

GEOHEX TERRAIN CLOTHS

GSMAT-G Green flocked 120x180cm terrain cloth. $57.00
I bought one of these, ironed out the creases as per the instructions, and the mat is absolutately stunning - and the flock does not come off.

GSMAT-GX	Green, hexgrid flocked 120x180cm terrain cloth.	$72.00
GSMAT-D	Desert flocked 120x180cm terrain cloth.	$57.00
GSMAT-DX	Desert, hexgrid flocked 120x180cm terrain cloth.	$72.00
GSMAT-S	Blue seascape 120x180cm terrain cloth.	$50.00
GSMAT-SX	Blue, hexgrid seascape 120x180cm terrain cloth.	$60.00
GSMAT-O	Colorful Starscape 120x180cm terrain cloth.	$50.00
GSMAT-OX	Colorful Starscape, hexgrid 120x180cm cloth.	$60.00
GSMAT-IC	Silent Death Next Millennium Starmap (hexes)	$55.00

Grendel

25mm Fantasy Resin Boxed Scenery

GRNF0001 Dungeon Builder	$33.00
GRNF0004 Widow's Lair Huge bigger spider and lair	$33.00
GRNF0009 Subterranean Cavern	$36.00
GRNF0010 Fantasy Forest	$33.00
GRNF0017 Black Dragon	$36.00
GRNF0018 Dungeon Doors	$30.00
GRNF0019 Fire Demon (Huge balrog 110mm high, 120mm wingspan)	$36.00
GRNF0020 Pharoahs Crypt	$36.00
GRNF0025 Goblin Torturer's Chamber	$33.00
GRNF0026 Graveyard	$33.00
GRNF0027 Goblin Stronghold	$40.00
GRNF0032 Dwarf Goliath Warmachine (Huge bombard & twin cannons)	$33.00
GRNF0033 Black Orc Warbeasts (2)	$40.00
GRNF0034 Skull Bridge	$33.00
GRNF0035 Goblin Encampment	$40.00
GRNF0037 Ruined Cathedral Magnificent!	$40.00
GRNF0038 Temple of Horus (Egyptian)	$50.00
GRNF0039 Obelisks & Entrance (Egyptian)	$43.00
GRNF0040 Dwarf Stronghold	$63.00
GRNF0041 Smugglers' Inn	$36.00
GRNF0042 Pits & Traps (Man trap.trap door.1 ton weight sprung pit. sliding door panel. Indiana stone disc pit)	$36.00
GRNF0043 The Dungeon	$36.00
GRNF0046 The Temple of Set (Egyptian)	$36.00
GRNF0047 Barbarian Huts (2 large huts)	$40.00
GRNF0048 Fantasy Bazaar	$36.00
GRNF0052 Boat of the River Styx	$36.00
GRNF0053 Great Green Dragon	$40.00
GRNF0054 Dwarf Stronghold Tower	$43.00
GRNF0055 Gothic Crypt	$36.00
GRNF0056 Dwarf Gun Emplacement	$36.00
GRNF0057 Dungeon Mines	$36.00
GRNF0058 Dwarven Gun Tower (2 level gun tower with dwarf mortar)	$50.00
GRNF0059 Wyvern's Eerie	$40.00
GRNF0060 Barbarian Longhouse	$43.00
GRNF0061 Siege Tower	$50.00
GRNF0062 Catapults and Ballista	$43.00
GRNF0063 Goblin Wartowers	$40.00
GRNF0064 Barbarian Warlords Hut	$40.00
GRNF0065 Zombie Dragon	$50.00
GRNF0066 Bronze Dragon	$43.00
GRNF0067 Trebuchet	$50.00
GRNF0068 Ruined Keep (Magnificent)	$50.00
GRNF0070 Swamp Creature	$33.00
GRNF0071 Dwarf Gateway	$50.00
GRNF0072 Dwarf Keep	$50.00
GRNF0073 Golen Wyvern	$50.00
GRNF0074 Earth Elemental	$40.00
GRNF0075 Red Dragon	$65.00
GRNF0077 Dwarf Outpost	$50.00
GRNF0078 Nubian Pyramid	$60.00
GRNF0079 Ruined Aztec Temple	$60.00

Blister Series

An excellent range of resin scenery, accessories, etc. Prices are extremely cheap as these models are in blisters instead of boxed sets.

GRN10016	DRAGON PORTAL	$19.95
GRN10017	GRILLS	$16.50
GRN10018	STANDING STONES	$22.50
GRN10019	FUNGI	$16.50
GRN10022	SNAKE PIT	$19.95
GRN10023	APOTHECARY	$19.95
GRN10024	GALLOWS & STOCKS	$19.95
GRN10025	ROCKET STATIONS	$19.95
GRN10026	ROCK DRAGON	$16.50
GRN10027	MAGICIANS ACCESSORIES	$19.95
GRN10028	MANTLET & SPOTTER POSITION	$19.95
GRN10030	SPIRAL STAIRCASE	$19.95
GRN10031	DUNGEON CRAWLERS	$19.95
GRN10032	THE GUARDIAN	$19.95
GRN10034	RUINED GREEK TEMPLE	$22.50
GRN10035	TAVERN KITCHEN	$19.95
GRN10036	AZTECIAN ENTRANCE	$19.95
GRN10037	STABLE AND LOFT	$19.95
GRN10038	TREASURE PILES	$19.95
GRN10039	CONSOLS SCI-FI	$19.95
GRN10040	SCI-FI ACCESSORIES	$19.95
GRN10042	WARRIOR'S BURIAL MOUND	$19.95
GRN10043	DUNGEON WINDOWS	$19.95
GRN10044	NECROMANCERS STUDY	$19.95
GRN10045	ADVENTURERS CAMPSITE	$19.95
GRN10046	DRAGON SLAYER'S TOMB	$19.95
GRN10047	ARMORER'S	$19.95
GRN10048	BARBARIAN THRONE	$19.95
GRN10049	DUNGEON BEASTIES	$19.95
GRN10050	ALIEN HIVE	$22.50
GRN10052	RUINED EGYPTIAN GATEWAY	$19.95
GRN10053	TOMB DOORS	$19.95
GRN10054	CYCLOPS SKULL PORTAL	$19.95
GRN10055	OLMEC HEAD GATEWAY	$16.50
GRN10056	AZTECIAN ALTAR	$16.50
GRN10057	UNEARTHED EGYPTIAN GATE	$16.50
GRN10058	EGYPTIAN GATE	$16.50
GRN10059	FALCON GATE	$16.50
GRN10063	DEMON ALTAR & PILLARS	$16.50
GRN10064	LARGE EMBELLISHED GATEWAY	$16.50
GRN10065	TREASURE PILES	$16.50
GRN10066	GREEN GRIFFON BARMAN	$16.50
GRN10067	GREEN GRIFFON TABLES & CHAIRS	$16.50
GRN10068	SECURITY GRAV CAR	$19.95

Miniature World Maker

This is a new locally produced range of rubber scenery, for use with 15mm to 30mm figures. **The scenery comes flocked and completely painted.** All you have to do is open the bag and use it! Please note, however, that the rubber is quite thin and not as durable as the Adventurous Spirit Range.

MWMC1 Medieval Village Scene **$25.00**
Large stone house, small house with walled surround, pig-sty, wicker fence, bee hives, etc. 29cm x 29cm
MWMC1a Small Medieval Village Scene **$20.00**
Smaller version of C1. 24cm x 18cm
MWMC2 Celtic Village Scene **$25.00**
Celtic village on a hill, within a wooden stockade. 29cm x 29cm.
MWMC3 Large Field of Vegetables & Vines **$28.50**
Cottage plus walled fields with vegetables and vines. 29cm x 58cm.
MWMC4 Vine Covered Field **$10.00**
Field covered in neat rows of vines. 22cm x 19cm.
MWMC7 Flat Grassy Field **$10.00**
Stone walls along three sides, rocks on the fourth. 25cm x 18cm.
MCMC8 Walled Field **$12.00**
Has cornfield & ploughed section. Walls on three sides, hedge on the fourth, 24cm x 21cm.
MWMC9 Rectangular strip of Fields **$20.00**
Cornfield, ploughed field, vegetable fields, vineyard, small orchad, all on one 52cm x 24cm base. Fields can be cut apart if desired.
MWMC10 Graveyard **$10.00**
Walls on two sides, hedges on the other two. 15cm x 11cm.
MWMC14 Marshland **$12.50**
Marsh with rocks and reeds. 25cm x 21cm.
MWMC15 Gorge **$25.00**
2 large rocks, road section, river section. Two x 25cm x 13cm x 7cm.
MWMC17 Haystacks **$12.50**
Two rectangular fields of wheat, three haystacks, 6 wheatsheaves.
MWMC18 Water Village **$25.00**
3 houses, 2 storage cones, canoe, wooden dec. 27cm x 23cm.
MWMC19 Ancient Temple **$12.00**
Temple with supporting pillars, 7.5cm x 7.5cm.
MWMC20 Early European House **$15.00**
2 storey European House with enclosed courtyard 17cm x 10cm.
MWMC21 DBA Base **$6.00**
Ancient wicker house in farm setting. 10cm x 10cm.
MWMC22 DBA Base **$6.00**
Ancient wicker house, small palisade wall on 2 sides. 12cm x 10cm.
MWMC23 Pack of Two Fields **$10.00**
Walled ploughed field with rocky terrain, and ploughed vegetable field. 15cm x 14cm and 15cm x 15cm.
MWMC24 House with Barn **$15.00**
Wooden slatted house with barn attached.
MWMC25 Wooden House **$12.50**
Wooden slatted house.
MWMC26 Wooden Barn **$10.00**
Large wooden slatted barn.
MWMC27 Hay and Log Pack **$15.00**
Two large bales and two small bales of hay, two wooden rafts, different log piles, hay stacks, log stacks.
MWMC28 Rough Ground **$10.00**
Patch of rough ground with 4 trees and rocks. 15cm x 15cm.
MWMC29 Field with Sunken Road **$12.50**
Ploughed field with stone walls, road lined with rocks. 25cm x 21cm.
MWMC30 Rocky Outcrop **$12.50**

MWMF1 Trenches **$20.00**
Four straight trenches, 22cm x 3cm.
MWMF2 Trenches **$12.50**
T-section, curved section, end section.
MWMF3 Field Works **$15.00**
Palisades with earth bank. Eight pieces.
MWMF4 Gun Emplacement **$12.50**
Concrete heavy gun emplacement, 5 fox holes.

MWMSP1 Rock Pack **$12.50**
Eight rock sections of various sizes.
MWMSP2 Small Crater Pack **$12.50**
Eight small craters
MWMSP3 Large Crater Pack **$12.50**
Three large craters.
MWMSP4 Rocky Terrain Pack **$12.50**
Four large patches of rocky ground, 15cmx9cm, 19cmx17cm.

Sci-Fi Supply

Sci-Fi Supply make six types of magnificent walls out of durable vacuum-formed styrene plastic, which easily cut into smaller lengths. (Each pack has 25 feet ! of walls.) These are perfect for enhancing games of Space Hulk, role playing in dungeons, but mostly just great for making indoor arenas in which to fight for Warhammer 40,000 or Fantasy. They also make a range of easy to assemble buildings.

SCI0101 Dirty High-Tech Spaceship Walls **$25.00**
Contains 28 sections of walls, each 27cm wide & 4.5cm high. These walls depictl the high-tech interior of spaceships, or futuristic buildings. Corridors & rooms, including door ways, etc.
SCI0102 Space Ship Walls & Rooms **$25.00**
Contains 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of spaceships, both usable as corridors and rooms, including doorways, etc.
SCI0103 Alien Giegeresque Walls & Rooms **$25.00**
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, very similar to the one in the movie ALIENS, which was designed by Gieger. For corridors and rooms, including doorways, etc.
SCI0104 Alien Lovecraftian Walls & Rooms **$25.00**
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, based on the Lovecraftian Mythos. For corridors and rooms, including doorways, etc.
SCI0201 Castle & Keep Corridors & Rooms **$25.00**
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These depict the interior of castle and keep corridors and rooms including doorways, etc.
SCI0202 Dungeon & Catacombs Corridors & Rooms **$25.00**
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These depict the interior of dungeon & catacombs corridors and rooms including doorways, etc.

SCI1101 BattleField Craters **$10.00**
Several sheets of 3-D battlefield craters of all sizes. Perfect for Warhammer 40,000 or BattleTech or Space Marine etc.
SCI1102 Ruined Building with Rubble **$12.50**
A detailed, partially destroyed and rubble strewn building. Has a large square area of rubble, with damaged walls on two sides. For 25mm or Epic scales, fantasy or sci-fi.
SCI1103 Pyrotechtonics Building **$25.00**

SCI2101 Tudor Inn **$12.50**
A large two story medieval style Tudor Inn. For 25mm only.
SCI2102 Stone & Thatch Tavern **$12.50**
A long one story medieval style Tavern. For 25mm only.
SCI2103 Blacksmith's & Stables **$12.50**
A long one stone wooden blacksmith's workshop with stables at one end. For 25mm only.
SCI2104 Plain Ol' House **$12.50**
A typical wooden medieval one story house. For 25mm only.
SCI2107 Mausoleum & Graveyard **$12.50**
For 25mm only.

SCI2201 Sci-Fi Tower **$12.50**
A sci-fi tower suitable mostly for Warhammer 40,000, etc.
SCI2202 Sci-Fi Bunker **$12.50**
A sci-fi tower suitable mostly for Warhammer 40,000, etc.
SCI2203 Downtown High-Rise **$36.95**
A sci-fi downtown high-rise building suitable mostly for Warhammer 40,000, etc.
SCI2204 Space Ship or VTOL Landing Platform **$20.00**
A sci-fi landing pad suitable mostly for Warhammer 40,000, etc.
SCI2205 Pressure Dome **$12.50**
A sci-fi building suitable mostly for Warhammer 40,000, etc.

SCI2301 Main Fortress (Part of Fortress Generica) **$20.00**
A fortress tower suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress.
SCI2302 Fortified Wall (Part of Fortress Generica) **$12.50**
A fortress wall suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.
SCI2303 Fortified Tower (Part of Fortress Generica) **$12.50**
A fortress tower suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2401 Lazy Buffalo Saloon **$20.00**
A big two storey saloon from the Americal Wild West.
SCI2402 Sheriff's Jailhouse **$12.00**
Your typical Wild West Sheriff's office.
SCI2403 Settler's Cabin **$12.00**
A Wild West log cabin plus log outhouse.
SCI2404 Livery Stable **$20.00**
A large two storey stable for horses in the Wild West.

Twenty First Century Games

This is an Italian company who make top quality thick-card science fiction and fantasy/western buildings. The buildings can be assembled by clicking pieces together, plus a little sticky tape, or you can glue the pieces together, which takes heaps longer. I made the Missile Base just using sticky tape, and it looks fantastic. The sci-fi titles are the perfect size for use with Warhammer 40,000, Necromunda, Warzone, even BattleTech or Warhammer 40,000 Epic. The western/fantasy titles are perfect for Warhammer Fantasy, Fantasy Warriors, Deadlands, even roleplaying games.

21C1.1 Black Moon Base **$50.00**
A large sci-fi base, 'Y' shaped. 70cm long and 60cm wide, 10.5cm high. Also with barricades. Can be combined with the *Iron Cloud Base* to make a huge starport.

21C1.2 Iron Cloud Base **$45.00**
A large sci-fi base, triangular shaped. 50cm long, 50cm wide, and 50cm high! Perfect for Necromunda. Can be combined with the *Iron Cloud Base* to make a huge starport.

21C3.0 The Mine **$50.00**
A huge mining operation complex, including an entry gatehouse, two elevator towers, large platforms, and base. 88cm long, 41cm wide, sections vary from 10cm to 35cm high.

21C4.0 The Barricades **$30.00**
Sci-fi barricades, which can also be three city walls. 45cm long, 80cm wide, and 7cm - 13cm high. Each wall has ramparts on both sides. There are four small towers and a small gatehouse. Could be used as the outer walls of a water purification camp.

21C6.0 Missile Base **$45.00**
This is the one I made. Has two missile silos, two missile launching racks, and a bunker, all joined by gangways and gantries. 50 long, 78cm wide, 9cm high.

21C7.0 Control Tower **$45.00**
A tall sci-fi starport control tower, 62cm tall and 18cm wide. Has an external staircase which winds around the whole tower.

21C2.0 Graveyard **$30.00**
Can be used as Wild West, Fantasy, or colonial science fiction. It includes four walls in a state of disrepair, that surround the entire graveyard, two gatehouses, and around 15 graves, all broken open.

21C5.1 The Inn (Ground Floor) **$42.00**
Can be used as Wild West, Fantasy, or colonial science fiction. It can be used as the ground floor of a 3 story inn, or as a complete one story inn. It contains an optional roof, and has a complete interior. 26cm wide, 31cm long, 14cm high.

21C5.2 The Inn (First Floor) **$24.00**
Can be used as Wild West, Fantasy, or colonial science fiction. It can be used as the first floor of a 3 story inn, or as a complete one story inn. It contains an optional roof, and has a complete interior. 26cm wide, 26cm long, 15cm high.

21C5.3 The Inn (Second Floor) **$24.00**
Can be used as Wild West, Fantasy, or colonial science fiction. It can be used as the second floor of a 3 story inn, or as a complete one story inn. It contains an optional roof, and has a complete interior. 26cm wide, 26cm long, 15cm high.

21C5.4 The Stable **$24.00**
Can be used as Wild West, Fantasy, or colonial science fiction. It can be used by itself or as an add-on to the inn.. 26cm wide, 21cm long, 15cm high…below:

Twenty Five Edition

Another Italian company making cardboard buildings, however, these buildings are not in the same league as the Twenty First Century buildings above.

25E3101 Medieval Castle $35.00
51cm wide, with 4 towers, keep and gatehouse.
25E3102 Medieval Fortified Monastry $35.00
65cm wide, with two towers, two gatehouses, one bell tower, and walls
25E3201 Roman-style or Wild West Wooden Fort $20.00
29cm wide, with four towers, walls with ramparts, gate.
25E3202 Sci Fi Bunker 27cm wide, a simple bunker $20.00
25E3301 Fantasy Palace 10cm wide, small 3 storey fantasy palace $10.00
25E3302 Medieval Hamlet 3 small town buildings $10.00
25E3401F Sci Fi Outpost 28cm high, two towers and a landing pad $24.00
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Miniatures & Miniatures Rules

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Ancients

Warhammer Ancient Battles

WHW **Warhammer Ancient Battles** Warhammer Fantasy Battles goes historical! Designed by Jervis Johnson and Rick Priestley, two Games Workshop staff. Uses the same basic rules as Warhammer Fantasy Battles, but there is no magic and no mega-powerful characters (yes!), just commanders, standard bearers, musicians, and the various troop types - so you can just focus on tactics and combat! Only ancient and medieval weapons are catered for, such as thrusting spears, heavy throwing spears such as the pilum, kontos, lance, javelins, four types of bow, etc. Armor is none, light or heavy. Shields can be normal, large or buckler. Elephants cause fear to enemy infantry and terror to enemy cavalry; legionaries are stubborn, meaning they ignore their first break result; warband automatically break an opponent whom they outnumber and cause greater casualties to in the first charge (and if warband break legionaries? - it is a 50% chance for them to break or stand). Drilled troops can open their ranks to let scythed chariots pass through them. There are rules for chariots, skirmishers, artillery, fortifcations, and two complete army lists: Late Marian/Early Imperial Rome, and Barbarian, which covers Gallic and British Celts, picts, Dacian, early Goths and Franks, etc. The rules are lavishly illustrated with beautiful full color prints of 25mm painted soldiers. **$47.50**

Pre-Release Army Lists Warhammer Historical Wargames have released a short temporary booklet containing ten army lists, so that you can use armies other than just Ancient Celts and Marian/Early Imperial Romans. Lists included areSumerian, Trojan, Hittite, Egyptian, Byzantine, Greek Hoplite, Persian, Saxon, and Viking, Late Roman, This booklet is photocopied, and the photocopying charge is: **$4.00**

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WRG **De Bellis Antiquitatis Fast Play Ancients Rules 1.1** This is the new 1.1 version of DBA, which has now been updated to be more like DBM. These are WRG's *fast play* ancient & historical miniatures rules. Game mechanics are a simplified version of DBM, using the same basic concepts. One major difference is that all armies consist of 12 elements or bases of figures. which means that no army can have over 50 figures. There are no point values. It is a 20 page book containing simple yet effective mechanics that cover troop definitions. terrain. camps. close combat. missile fire. artillery. etc. Includes a suggested six nation campaign. historical army lists. all of which require only a small number of figures. Very suitable for 25mm. 15mm. or 1/300th scale games. **$12.00**

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WRG **D.B.M. 2000 DE BELLIS MULTITUDINIS Mass Ancient & Medieval Combat** These rules are designed for 2mm. 6mm. 10mm. 15mm or 25mm figures. and recreate combat with no record keeping and a minimum of dice rolls. All units are rated according to how they *fought*, not according to how they were armed and armored. Shock cavalry are knights, skirmishing horse are cavalry or light horse, infantry are bow, blades, spears, pikes, warband, auxilia, or skirmishers. All units are on identical width bases containing 2 to 4 figures, and square off to fight each other. Each unit has a basic combat factor versus foot or mounted, and these factors are effected by terrain, supporting ranks if applicable, and whether your flanks and rear are secure. Certain troop types destroy others if they score higher, such as knights fighting spears or warband fighting blades, but normally you need to double the enemy element's score to kill it. A brilliant command system makes you wrack your brain as you try to out-manoeuvre your opponent. Regular armies are easy to maneuver, irregular armies less so, and morale is simple but effective – if a command loses 1/3rd of its elements, it is broken, and the army breaks at ½ casualties. **$16.00**

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DBF De Bellis Fantasticus: Here There Be Dragons WRG have just released DBF, the fantasy rules supplement for DBM! (You must own DBM to use this book) The book adds several new troop types such as Flying Behemoths, such as flying dragons, Flying Vehicles such as steam driven flying ships; Behemoths, such as wingless dragons etc; Large Humanoids, such as trolls, ogres, ents, minotaurs, elementals; Undead, and unicorns. Each type normally has (S), (O), (I), (F) and (X) ratings. Allowances are made for huge monsters having double width & depth bases. There are rules for flying, great rules for heroes, who can slay even the biggest monsters, some monsters can purchase a magical power, and rules for wizards. Each wizard receives their own pip dice each turn, and use those pips to activate any of the 11 spell types. The book then has three sections of army lists. The first army lists are based on other popular fantasy miniatures games and cover Imperial Humans, Undead, Lizardmen, etc. The second section are mythological army lists such as mythological Japan, Egypt, Rome, etc. And the third section is my favorite - the traditional army lists, ie, inspired by *The Lord of the Rings.* Please note that this supplement allows you to use any 28mm figures without having to rebase them. **$18.00**

Ancient & Medieval Tournament Board Layouts Book Version 2

Ancient & Medieval Tournament Board Layouts Book Version 2 This is a small half-A4 sized booklet with 37 pages that give the layout of 72 gaming boards specifically designed for use with DBM or any other suitable ancient or medieval miniatures game. This second edition uses digitized photos of 3D terrain. Almost all of the board layouts are taken faithfully from DBM tournaments that I have played in over the past five years, so make the perfect boards for when you practise for tournaments, when you hold your own tournaments, even for social games. **$7.50**

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Eureka Miniatures Catalog

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BATTLE HONORS

By Tony Barton

These are the best Polybian/Camillan/Republican 15mm Romans I have seen. I took one look at the figures. and immediately hunted down the supplier in England. bought myself the army. and decided to run the figures in this catalog too. All the shields are separate. as are most of the pilum and spears. Stick the shields at slightly different angles. and the figures look alive. *(Minimum order is ten packs. Allow three weeks for delivery.)*

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* Actually Carthaginian mounted command group.

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D.B.R.

WRG **DBR Wargames Rules for Renaissance Battles** The DBM rules converted at last to the Renaissance period, covering the period 1494 - 1700 AD. These are the simplest set of Renaissance rules available, while retaining the full feel and generalship of 16th & 17th century battle. No order writing of record keeping is necessary. Troops are defined according to their battlefield function. Some troops classes are the same as DBM, with some dropped, some changed, and others added. The rules recreate an era of cumbersome and slow formations. Troop types include Lancers, Pistoliers, Sipahis, Light Horse, Camelry, Dragoons, Pikes, Shooters, Blades, Bows, Warband, Hordes, Artillery, etc. The game is extremely fast moving. **$16.00**

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18th & 19th Century

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Battles of the French Revolutionary & Napoleonic Wars, Volume 1. Contains 11 diverse scenarios ranging from 1797 to 1814. Each scenario has its own map, Order of Battle, chain of command, victory conditions, etc. Battles include Albuera, Auerstaedt, Raab, Rivoli, Saguntum, Talavera, etc. **$30.00**

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CHIPCO **Le Petit Empereur** A fun, fast play set of rules that takes around two hours to play with 120 figures per side. Complete army lists are included that cover all major and minor combatants of the period. Also has unique national capabilities, a novel 'Moral Clock' system, simple and quick movement and combat resolution. **$15.00**

Napoleon's Battles

AVA **NAPOLEONS BATTLES**

Rules for grand tactical brigade-regimental warfare from 1792 to 1815. Includes unique mechanics that stress Command-Control & player interaction. One 15mm figure represents either 120 infantry or 80 cavalry, with 1 artillery base per battery. One turn = 30 minutes, one inch = 100 yards. Features an introduction (32 pages), a scenario book with 8 battles and DYO (48 pages), a rulebook with three complexity levels (36 pages), reference cards, templates, and 186 counters. Over 350 troop types, all nationalities, and 800 leaders are rated for their abilities. Counters are included for those without miniatures. By Avalon Hill. **$45.00**

Principles of War

POW **Napoleonic Principles of War**

Miniatures wargames rules for conflicts between 1792 and 1815. These rules feature a simple mechanism that emphasises command and control. For any scale, from 6mm to 25mm. There is no casualty removal. 1 inch = 100 yards for 6mm adn 15mm, 1 inch = 50 yards for 25mm. There are usually 12 - 18 turns a day. One unit of models represents one foot regiment of two or more battalions, a cavalry unit represents a brigade of two or three cavalry regiments, an artillery battery represents several batteries. Also has detailed army lists for most nations involved. Caters to 25mm, 15mm or 6-10mm. Units are rated for being regular or irregular, and for using the French or Prussian or irregular system of warfare. Orders include attack, engage, hold, or retire. **$35.00**

Shako

QUA **SHAKO**

By Arty Conliffe, who brought us *Spearhead* and *Tactica*. These are multi-level Napoleonic rules that allow you to fight mid-sized Napoleonic battles using infantry Battalions and Cavalry regiments. Or you can fight epic clashes like Waterloo using entire Divisions and Brigades. The command system emphasizes player generalship and rewards good planning. All major tactical doctrines are represented, so armies look and maneuver as they did historically. 20 Napoleonic army lists are supplied. Playable with any Basing System. Also includes Seven Years War with 9 army lists. **$27.00**

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QUA **THEY DIED FOR GLORY**

The Franco-Prussian War, 1870-71. This war ushered in a new era in warfare. Breachloading guns replaced outdated muzzle loading rifles. Breachloading Krupp artillery and the French machinegun made their appearances. Mass cavalry charges and assaults by columns of infantry resulted in huge casualties. Easy to learn and play, written especially for 15mm, players can build a division, corps or army. Eleven scenarios. **$25.00**

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EMP **WARFARE IN THE AGE OF REASON 2nd Ed**

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Each figure has up to 6 variations

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Warfare in the Age of Reason Rules, and over 100 15mm French & British excellent AB figures, incl. infantry, cavalry, artillery. Note that cavalry count as two figures, artillery count as several pieces.

19th Century USA

Deadlands

PEG **THE GREAT RAIL WARS**

The year is 1876, but the history is not our own. The American Civil War rages on. Most of California has fallen into the Pacific. The Sioux Nations have reclaimed the Dakotas. The dead walk among us. Miners have discovered ghost rock, a wonder fuel that powers the many, mad steampunk devices that the North and South need to crush their hated foes. This is a skirmish level game of this world. With an 80 page rulebook, 16 page army book, 33 full color troop cards (including Buffalo Hunters, Gunmen, Gatling Guns, Clockwork Tarantulas, Ronin, CSA Troopers, Sharpshooters & Texas Rangers, USA Troopers, Sharpshooters & Pinkertons, Wolves, Walkin' Dead, etc!) 60 color counters, 6 Bounty Trackers, Boom! and flamethrower templates, 4 card-stock western buildings, 35 poker chips, dice, and 17 great 35mm pewter miniatures, being 10 gunmen, 5 walkin' dead, a gunslinger & a huckster. Great value! **$99.00**

THE GREAT RAIL WARS Reinforcements Features extra copies of the unit cards you got in the *Great Rail Wars* boxed game. There are at least two copies of all the troop cards plus 6 color versions of the premade heroes featured in the *Great Rail Wars* rulebook. Also most frequently asked questions. **18.00**

A Fistful O' Ghostrock 80 page campaign book has new rules for 1-on-1 duels, new troop types and three terror filled campaigns. Each tale has individual briefings for the railroad, secret events that occur during battles, and stories that evolve as you play to their shocking conclusions. **$25.50**

Cry Havoc! Two new types of heroes, alchemists and Indian shamans. 90 new spells, 35 new Harrowed Powers, 10 new mad scientist gizmos, 12 alchemical compounds. New rules for battlefields and terrain, 16 sheets of color spell cards. **$46.00**

Deadlands Miniatures

35mm metal figures.

PEG1201	Undead Gunslinger	$6.00
PEG1202	Masked Man	$6.00
PEG1203	Buffalo Soldier	$6.00
PEG1204	Huckster	$6.00
PEG1205	Mad Scientist	$6.00
PEG1206	Indian Brave	$6.00
PEG1207	Shaman	$6.00
PEG1208	Preacher	$6.00
PEG1209	Saloon Gal	$6.00
PEG1210	Pinkerton	$6.00
PEG1211	Texas Ranger	$6.00
PEG1212	Range Gal	$6.00
PEG1213	Sawbones	$6.00
PEG1214	Gunslinger	$6.00
PEG1215	Huckster	$6.00
PEG1216	Muckraker	$6.00
PEG1217	Hangin' Judge	$6.00
PEG1218	Pyro Master	$6.00
PEG1219	Demolitionist	$6.00
PEG1220	Voodoo Houngan	$6.00
PEG1221	Witch	$6.00
PEG1222	Gal with no Name	$6.00
PEG1500	Gunmen (5)	$26.50
PEG1501	USA/CSA Troopers (5)	$26.50
PEG1502	Scouts (5)	$26.50
PEG1503	Gatling & Crew (5)	$26.50
PEG1504	Walkin' Dead (5)	$26.50
PEG1505	Automatons (5)	$26.50
PEG1506	Cannon & Crew (5)	$24.50
PEG1507	Devil Bats (5)	$26.50
PEG1508	USA/CSA Sharpshooters (5)	$26.50
PEG1509	Texas Rangers (5)	$26.50
PEG1510	Tong Gang (5)	$26.50
PEG1511	Rail Crew (5)	$26.50
PEG1512	Buffalo Hunters (5)	$26.50
PEG1513	X Squad with Jet Packs	$36.00
PEG1514	Wolves	$26.50
PEG1516	Nosferatu	$26.50
PEG1517	Ronin	$26.50
PEG1518	Pinkertons	$26.50

Fire & Fury

QUA **FIRE & FURY**

An innovative game system using miniature armies to recreate battles of the American Civil War. The game emphasizes playability without sacrificing historical accuracy. The rules offer everything you look for in a Civil War game, unit quality, leader effectiveness and casualties, morale, command control, weapons effectiveness, ammo supply, and fog of war. The basic combat unit is the brigade of infantry or cavalry. Has five scenarios. No remounting of figures is necessary. **$30.00**

Great Western Battles Scenario Book Seven new scenarios, with maps, special rules, historical background, order of battle. Scenarios are Shiloh 1862, Corinth 1862, Stones River 1862, Champion Hill 1863, Chickamauga 1863, and Atlanta 1864. **$25.00**

Great Eastern Battles Scenario Book At last we found this much sort after title! New scenarios, with maps, special rules, historical background, order of battle. Scenarios are First Bull Run 1861, Seven Pines 1862, Gaines' Mill 1862, Frayser's Farm 1862, Cedar Mountain 1862, Second Bull Run 1862 and Antietam. **$22.00**

Johnny Reb III

JOH **Johnny Reb III** 3rd Edition. Infantry uses a scale of one figure equals 30 men. This means that an infantry regiment of 16 miniature figures, being four stands of four figures per stand - represents a 480 man regiment. Each artillery piece represents one battery, with two or three crew, representing two or three sections within the battery. This version of the rules is greatly streamlined, with the vast array of tables and charts from previous editions being replaced with a system that required only one single sheet for almost all the info needed for play. The regiment is the basic building block of the rules. A simplification of combat and charge systems the play of much larger games are possible. 96 pages, 240 counters, 4 copies of the Quick Reference Chart. **$40.00**

Principles of War

POW **Principles of War Waterloo to Mons**

Miniatures wargames rules for regular and colonial conflicts in the 19th Century, from the end of the Napoleonic wars to the beginning of WWI. These are a complete set of rules, which again emphasise command & control. Has army lists for the major nations between 1870-80, and a selection of colonial armies, such as zulu and American Indian. New weapons include machine guns. **$27.00**

Colonial Army Lists 1838 – 1915 Covers early, high and late colonial periods, with lists for Afghans, Boers, Japanese, Sikh, British, French, Mexican, Spanish, American Indians, Zulu, Peking, etc. **$18.00**

Continental Army Lists 1820 – 1869 Army lists cover Greece, Russia, Turkish, Austrian, British Crimean, Russian Crimean, US Union and US Confederate, US Cavalry, etc. **$18.00**

Continental Army Lists 1870 – 1915 & Russian Civil War Covers the late 19th Century Continental armies pre-WWI, Continental armies during WWI, and the Russian Civil War. **$18.00**

Stars 'N' Bars

EMP **STARS 'N' BARS**

3rd Edition. This is The Emporer's Headquarters exciting, accurate and comprehensive rules system for simulating the American Civil War. Each player controls entire brigades, divisions adn even corps-sized formations. This is possible by the use of the proven Telescoping Time Concept. The personality rating system makes the historical personalities come alive. You are challenged to play their role and are confronted with the problems that were once those of Robert E Lee, George A Custer, etc. You now lead the famous brigades, divisions, and corps and refight the epic battles of this war. Includes comprehensive rule book, counter sheet, play aid cards. **$24.00**

Warpaint

EMP **WARPAINT Cavalry & Indian Wars**

This is a popular recent release by The Emporer's Headquarters. Warpaint is s set of rules specifically designed for 25mm figures (but can be used with 15mm) that enables you to recreate the endless battles and skirmishes that characterized the frontier that was the American Wild West. It features a quick play system that will not bog the gamer down, while still retaining much of the flavor of the period. The rules are written at a scale of 1 figure represents 5 cowboys or Indians, but an advanced option lets you play 1 to 1 scale, so that you can relive battles such as the OK Corral. Thirteen scenarios split between both scales will have you fighting Indians, surrounding Custer, defending wagon-trains, and resolving gun fights. **$24.00**

25 Piece 15mm Indian Army Pack	**$15.00**
25 Piece 15mm US Cavalry Army Pack	**$15.00**
50 Piece 15mm Indian Army Pack	**$27.00**
50 Piece 15mm US Cavalry Army Pack	**$27.00**

(Note, mounted Indians & Cavalry count as 2 pieces)

HaT8004	Union Zouves infantry (45 pieces. 1/72nd scale. plastic)	$11.50

Tabletop Complete Army

American Civil War Starter Set **$85.00**

Includes a popular set of US Civil War Miniatures Rules, and over 100 excellent 15mm AB figures, with Union and Confederate soldiers, including infantry, cavalry & artillery. Note that cavalry count as two figures, artillery as several.

Zulu Wars Army Starter Set **$69.95**

Fields of Honor Rules, and 100 15mm Zulu and British Colonial figures, made by Irregular Miniatures. Note that cavalry count as two figures.

WW1, 2 & Modern

Challenger 2000

TAB **CHALLENGER 2000**

This new version of Challenger is both updated and revised, making a must for all modern miniatures gamers. Changes include new move sequence, new morale, Explosive Reactive Armor, new missiles, etc. The rules cover battlegroup combat from 1950 to 2000's. Each micro-scale (1/285th or 1/300th) miniature in the game represents one AFV, weapon, for man. The 66 page rulebook includes reference charts, a beaten-zone template & 170 markers. The popularity of this product is due to it's comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multirole ordinance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. **$16.00**

Modern Equipment Handbook **$15.00**

Clash of Armor

COA **CLASH OF ARMOR**

Uses a unique Activation System based on Command Quality and a scale of 1 unit equalling 1 platoon, this game allows the gamer to simulate combat using historical troop ratios. Multidivisional battles can be played on a 4'x8' playing surface, and play completed within six hours. Clash of Armor governs time differently from most other miniatures rules. A unit activation system allows units to perform activities according to the logic of a player's strategy. The game allows players to push their units to greater levels of activity, but at the cost of greater fatigue and disorganisation. Enemy units can also respond to these actions, but also at the cost of fatigue etc. The system is quite good, and favours German units flexibility over that of Russians, for example. 64 pages, and includes unit organisations, vehicle, gun and troop charts with stats, etc. **$35.00**

FROM GOLAN TO SINAI Arab Israeli Wars 1956-73 Containing six scenarios spanning three wars, this Module includes all the supplemental rules and data needed to carry the Clash of Armor system through the Arab-Israeli wars until 1973. Each scenario includes a map, a brief historical commentary and unit organisations and equipment. All new vehicles and guns are provided with all relevant stats. **$25.00**

ROMMEL'S BATTLES Contains six scenarios covering Rommel's entire combat span in WWII. The actions are balanced and varied: the Germans are attacking in scenarios 1 & 3, defending in 6, counterattacking in 5, and involved in meeting engagements in 2 & 4. They cover France 1940, North Africa 1941-42, and France 1944. **$22.50**

Command At Sea

COA **COMMAND AT SEA The Rising Sun**

A WWII Tactical Naval Combat System in the league of Harpoon, in fact, written by the same people who did Harpoon. The game is a grand tactical system, with each ship and plane given all relevant stats in the Ship and Data Annex book included. No maps are used, the counters are used on your loungeroom floor or a large table, just as in miniatures games. The game emphasizes technical and historical accuracy, woven into a streamlined easy to follow rules structure that keeps the action fast paced and fun. Combat resolution is built around a single die roll philosophy that keeps the players focusing on the battle and not rules. Extensive historical data and scenarios are included - even a map of Pearl Harbor and the location of all the US ships in one. With 140 colorful ship counters, 260 aircraft, basic rules, scenarios, ship & data annex, a scenario generator to let you build your own, and a jumpstart book that gets you playing in an hour. **$70.00**

COMMAND AT SEA PLAYERS HANDBOOK A 32 page handbook that is a collection of the charts and combat results tables that appear in the standard rules booklet. Designed for quick reference, the booklet provides all the charts and tables needed for fast tactical play. **$10.00**

NO SAILOR BUT A FOOL Coastal Actions in WW II A 64 page book with 210 counters representing ships from motor boats to battleships and aircraft, shore batteries, shore installations, amphibious assault troops. "No sailor but a fool fights a fortress." Said Sir Horatio Nelson. But in WW II some had to be fought. So this book has seven scenarios including Oslo 1940, Operation Sea Lion, etc. You must own CommandAtSea or Supermarine I. **$27.00**

Painters Guide to World War II Naval Camouflage 54 page book combining descriptions and diagrams of the most important schemes and techniques of the American, British, French, German, Italian, Japanese, Russian, and other navies. **$22.50**

SUPERMARINA I This is a complete game of the War in the Mediterranean from 1941 - 1943, and portrays the struggle for naval supremacy in the Mediterranean Sea, the vital supply link for Axis forces in North Africa. With 24 scenarios from submarines verses convoys to battleships and cruisers slugging it out off Cape Teulada. The Data Annex book gives all the technical info. Several scenarios are highly suited to solitaire play. With 150 counters of Italian and British ships, 240 aircraft counters, 30 info counters, rules, dice, etc. **$70.00**

Supermarina I: First Part of the Mediterranean War A 64 page book full of scenarios and historical commentary of the action in the Mediterranean, June 1940-41, and so includes the German invasion of Crete, with air and sea elements. Good reading. **$17.00**

Supermarina I: Data Annexes - Ships & Aircraft Aircraft and ship data annexes for all the ships and planes that took part in the naval war in the Mediterranean from Sept 1939 - Nov 1942. **$25.00**

Supermarina 1: Counter Sheet Two counter sheets printed back to back with full color ships and aircraft for Australia, Italy, England, and Germany (just air-craft). **$27.00**

SUPERMARINA II Part II of the Mediterranean War, July 1941 to August 1942, portraying the struggle for naval supremacy in the Mediterranean the vital supply link for Allied and Axis forces in North Africa. Has over two dozen new scenarios. 70 page book. **$22.50**

The Art of War Magazine # 27/28 Clash of Arms magazine. This issue contains a Supermarina scenario, a counter sheet that gives Alexander's army to fight Napoleon in the game *La Bataille de Mont St Jean*, etc. **$9.00**

Command Decision III

EHQ **Command Decision III**

The popular WWII rules by Frank Chadwick are back in an all new 3rd Edition. These rules lift WWII miniatures combat above the skirmish level and recreates battles from the battalion to division level. Emphasis is on command-level decision making, rapid movement, and quickly developing tactical situations. Technical accuracy has been improved over previous editions and features expanded weapons charts. Has basic rules, advanced rules, scenarios, campaigns, equipment & organisation lists for France, Germany, Italy, Japan, Poland, UK, USA and USSR. **$60.00**

CrossFire

QUA **CrossFire**

By Arty Conliffe, who brought us *Spearhead.* This is an extremely innovative new set of WWII miniatures rules for Company Level WWII gaming, for 1/76th or 1/300th scale, which do not use rulers or game turns! So put away your rulers and prepare for WWII gaming as it ought to be - fast paced, challenging and fun. No fixed game turns - the player who has initiative keeps moving units until one of his actions fails, due to the opponent suppressing or killing one of his units, and then the opponent has initiative. Combat mechanics simulate interplay of fire and movement with a Command System that represents unit flexibility. Emphasis is on infantry. Includes 53 company level organisations for ten nationalities, 120 guns and vehicles, a scenario generator, point values, etc. Great! **$29.95**

Firefly

TAB **FIREFLY**

World War Two battlegroup actions for 1/300th and 1/200th scale miniatures,. based on the *Challenger* rules. Rules cover pre-game recconaissance, detailed orders, command control including radius and loss of command control, target acquisition, weapons fire based on a D20, with guns rated for length of calibre; direct and indirect area fire, aircraft operations, night fighting, a template for artillery fire, counters, and 45 army lists, covering all the weapons, armored fighting vehicles, and army lists. of all main beligerants of WW2. I can't say much for their calculations of tanks' armor thicknesses, however - sloped armor has not been taken sufficiently into account. Regardless, these are popular rules. **$16.00**

Harpoon 4

COA **HARPOON 4**

Harpoon 4 simulates modern naval warfare. Its rules explain how ships and aircraft move, detect enemy contacts, and attack them. Weapons inflict realistic damage and proper naval tactics produce accurate and believable results. Although a miniatures game, this boxed set includes 210 beautiful counters of ships, submarines, aircraft, helicopters, missiles, etc, so that you can open the box and play immediately. Harpoon 4 handles all aspects of maritime combat: surface, sub-surface and air. Consistent rating systems and evaluations of the capabilities of modern naval vessels, aircraft, submarines and helicopters make it possible to achieve realistic results with hypothetical scenarios, and can provide answers to questions like: "Are aircraft carriers powerhouses or sitting ducks? In the cat and mouse game between a Russian and a US submarine, which has the advantage?" **$80.00**

Harpoon Rules The rules that come in the game. **$26.00**

Harpoon 4 Quickstart Rules Same as in the game. **$16.50**

Harpoon 4 Data Annexes Same as in the game. **$27.00**

Harpoon 4 Players Handbook The booklet contains the charts and tables used with the Harpoon 4 rules. To speed play, they have all been collected into this one booklet. **$13.50**

Harpoon 1997 Naval Review Contains articles on the current state of the Royal Navy and the future of the US Navy, 40 ship forms, 15 aircraft forms, Harpoon clarifications, five detailed scenarios, and a random scenario generator. **$30.00**

Sea of Dragons Concerns conflicts among 16 nations of the Pacific Rim. Brief introduction to the political and economic aspirations of those nations. 26 scenarios, many suitable for solitaire play. Fleet and airforce lists with all the platforms serving those nations, plus those currently under construction. Huge data annex. Two book set. **$80.00**

White Ensign Discusses each conflict in which Royal and Commonwealth naval forces were involved from 1960 to the present day, including Yemen. Kuwait 1961 and 1990, Iceland, Falklands (twice), Borneo, etc. All ships and planes are also listed in the data annex. **$35.00**

Panzerfaust-Armored Fist

JED **PANZERFAUST-ARMORED FIST**

This is a reprint of the 1987 3rd Edition. The author's have reprinted the game due to it still being the most comprehensive rules available for WW2. Useable with 1/300th, 1/76th or 15mm scales, these rules have a 1:1 ratio. Each infantry figure represents one man. As such, these rules are extremely detailed, but are easy to use so you can use them for skirmish games to battles between opposing battalions. There are 23 pages of tank and gun charts, with every gun and tank described by footnotes, and 25 pages of unit organisations and equipment, including rariety factors. There are point values given for all troop types and equipment, and the nations covered are Belgium, Britain, Finland, France, Germany, Hungary, Italy, Japan, Poland, Rumania, Soviet, US Europe and US Pacific. Rules cover observation, weather, night fighting, rivers, cavalry, varying troop types, hand thrown weapons, truck mounted guns, spaced armor, direct and indirect fire, smoke, mines, fortifications, amphibious operations, airborne operations, and a simple vehicle painting guide. **$19.00**

Red Baron

EHQ **RED-BARON**

The first set of WWI air miniatures rules to combine historical accuracy with an easily playable rules system. Game aids printed on heavy card stock give players important information. Any mistake players make could be their last. Rules cover multiple maneuvers and tailing, aces, legendary aces, rookies, mid-air collisions, fixed & pivoting guns, stalls, spins; ratings in over 20 categories for all 46 types of WWI planes currently available as miniatures. **$28.00**

Shipbase III

CHI **Shipbase III Computer Assisted Naval Rules**

Tactical naval combat 1890-1945. These are computer-assisted naval miniatures rules, by Critical Hit, intended for use with miniature ships and aircraft. The computer program handles all the record-keeping, dice rolling and technical research, allowing the players to concentrate on tactics. Scenarios can be played with a handful of ships, up to fleets or hundreds of ships. The database has 881 ship types. 18 nations are supported. Players can create their own scenarios. Also has 48 page rulebook, The Book of Ships with 5,500 ship names, over 200 counters in case you don't have miniatures. *IBM Requires: 3.5" or 5.25" FDD, 386, hard disk, CGA,EGA,VGA or SVGA.* **$80.00**

Spearhead

QUA **SPEAR HEAD**

By Arty Conliffe, who also brought us *Tactica.* This is a complete set of rules that simulate division-level tactics of WW2. The emphasis is on commanding a multi-battalion force, and all game mechanics serve that priority. Each model or stand of infantry represents a platoon. National differences are reflected. The key reasons for the German tactical superiority lay in their fighting system and training, not inbetter equipment. In *Spear Head*, the German player controls a flexbile system which can adapt more easily to the ever changing battlefield. Conversely, a Russian player employs a less flexible command structure. In this game, players must plan their battle carefully, because they cannot change bad plans quickly. Includes one rule book, one Troop Organisation and Equipment book, and several data cards, with all rules, charts, and troop types of all nationalities who fought in Europe or Africa. **Special Price** **$32.95**

Blaze Across the Sand 21 scenarios cover the three major periods of the Desert Campaign, the campaigns of 1941; 1942 starting with Rommel's January counter-offensive, and 1943. Each scenario challenges you with tactical problems faced by your real-life counterpart. Special rules for massive minebelts, etc. Written for *Spearhead* but can be used with any WWII rules set. **$27.00**

Where the Iron Crosses Grow 21 Eastern Front scenarios for the Eastern Front, WW2. Begins in 1941 in the opening days of Barbarossa and continues to present players with challenges faced by their historical counter-parts throughout the 4 years of war. **$25.00**

White Star Rising 17 scenarios cover the war in the West from the Normandy landings to the Ist organised resistance behind the Rhine. As the outnumbered Germans, can you stem the tide of Allied tanks and troops? **$29.00**

1/300th Scale Crater Pack (20 craters, various sizes) $6.00

Cast in a light brown or grey. just needs dry brushing with acrylics. made of rubber urathane.

Historical HaT Figures

1/72nd scale *soft*-plastic figures

HaT7001	WW1 German Infantry (45 pieces)	$11.50
HaT7002	WW1 British Infantry (45 pieces)	$11.50
HaT7003	WW1 French Infantry (45 pieces)	$11.50
HaT7004	WW1 US Infantry (45 pieces)	$11.50
HaT7005	WW1 British artillery (48 pieces)	$11.50
HaT7007	WW2 Italian Infantry (45 pieces)	$11.50

Tabletop Complete Armies

WW II Micro Starter Set: USA Vs German Panzerfaust Rules, and 45 Irregular 1/300th tanks, & 2 dice.	**$64.95**
WWII Micro Starter Set: Russian Vs German Panzerfaust Rules, and 45 Irregular 1/300th tanks, 2 dice.	**$64.95**
Modern Micro Starter German Vs Soviet Challenger 2000 rules, and 35 Irregular AFVs, 2 dice.	**$64.95**
Modern Micro Starter USA Verses Soviet Challenger 2000 rules, and 35 Irregular AFVs, 2 dice.	**$64.95**

Fantasy

ADVENTURE AREAS

PGN **Adventure Areas Series One**

Includes everything you need to build an infinite variety of Interior adventure settings. This is the perfect tool for miniatures games, providing players with 10 unique sheets of floor sections divided into a grid for easy cutting to make rooms, corridors and obstacles. Also included are sheets with special features such as pits, chasms, rope bridges, and trap-doors. As an added bonus, also has the GRIT basic system, which is a complete set of easy to learn miniatures combat rules useable in any time period from ancient to present. **$20.00**

BLOOD BOWL

GW **BLOOD BOWL New Edition**

The popular fantasy football game is back in an all new edition. Across the length and breadth of the Warhammer World teams of armored warriors battle to the death in great arenas. The Dwarfs in their mountain halls, Goblins in sewers, all these and more field Blood Bowl teams that play for the glory and honor of their race. Massive crowds cheer on their favorite teams and star players rise to fame and glory as the meanest, toughest players in the world. Includes 24 Citadel plastic miniatures, being the Gouged Eye Orcs team and the Reikland Reavers human team. Also has a mounted mapboard of the playing field, 4 plastic footballs, Blood Bowl Handbook, Painting Guide, 50 sheet pad of team rosters, 2 team cards, 4 star player cards, heaps of color counters and templates, 6 dice, & range ruler. Please note that *no* rules have been changed, though the rule book has been expanded, and many components are the same as the previous edition. **$90.00**

DEATH ZONE Team lists, background info and special rules are included for six new races, allowing players to field goblin, chaos, undead, wood elf, halfling and chaos dwarf teams. Also 18 Star Player cards. The League Rules allow players to coach their team to the top of the league. Over 100 new Special Play cards, you can add apothecaries and wizards to teams, to heal the injured or blast the other team with magic spells. **$45.00**

Blood Bowl Miniatures

Most, if not all, are re-releases.

CIT8484A	COMMISSIONERS KIT	$14.00
CIT976904	THE GRUDGE BEARERS	$45.00
CIT976560	THE MARAUDERS, HUMAN TEAM	$45.00
CIT983827	ATHELORN AVENGERS	$45.00
CIT983834	CHAOS ALL STARS	$45.00
CIT983841	CHAMPIONS OF DEATH	$45.00
CIT976928	ORCLAND RAIDERS	$45.00
CIT976911	SKAVENBLIGHT SCRAMBLERS	$45.00
CIT976942	GALADRIETH GLADIATORS	$45.00
CIT976935	NAGGAROTH NIGHTMARES	$45.00
CIT976874	MORG'N THORG	$18.00
CIT976881	GRIFF OBERWALD	$9.00
CIT976867	NOBBLA BLACKWORT	$9.00
CIT976898	SCRAPPA SOREHEAD	$9.00
CIT984046	HEADSPLITTER	$18.00
CIT984053	VARAG GHOUL CHEWER	$9.00
CIT984060	RIPPER BOLGROT	$18.00
CIT984077	BOMBER DRIBBLESNOT	$9.00
CIT984084	FUNGUS THE LOON	$9.00
CIT984091	THE MIGHTY ZUG	$9.00
CIT984039	PRINCE MORANIAN	$9.00
CIT984022	GRIM IRONJAW	$9.00
CIT984015	COUNT LUTHER	$9.00
CITBORAK	LORD BORAK THE DESPOILER	$9.00
CIT983988	HORKON HEARTRIPPER	$9.00
CITGNASH	GNASH BLACKHOOF	$18.00
CIT983889	BLOODBOWL HOBGOBLINS	$13.50
CIT983933	HTHARK THE UNSTOPPABLE	$13.50
CIT983902	HAKFLEM SKUTTLESPIKE	$9.00
CIT983896	BLOOD BOWL CHAOS DWARFS	$13.50
CIT983940	JORDELL FRESHBREEZE	$9.00
CIT984008	BLOOD BOWL GOBLINS (4)	$13.50
CIT983971	BLOOD BOWL HALFLINGS (4)	$13.50
CIT983964	SKAVEN MUTANTS (3)	$13.50
CIT983919	CHAOS MUTANTS (3)	$13.50
CITDWAR	DWARF DEATHROLLER	$18.00
CIT983872	BLOOD BOWL CHEELEADERS (3)	$13.50
CIT976577	NORSCA RAMPAGERS (12)	$45.00

CARNAGE

HDI **CARNAGE**

By Holistic Design Inc. A fun and freaky game of fantasy armies! Amphibian Herptars (lizardmen) wage unending wars against the brigandish human barbarians. Soldiers, archers and mages swing swords, fling arrows and cast spells at their foes. Who knows what will happen when the Orb of Power is released. With simple rules, 96 exaggerated 25mm plastic miniatures including lizardmen, lizard beasts, human barbarians (some of whom are riding bulls!), plastic measuring sticks, spell point counters (a list of tongue-in-cheek spells), dice. **$120.00**

Skullbrawl This expansion includes a Skull miniature, 8 plastic miniatures from the game, 16 page rulebook, 20 unit cards. *Due April.* **$37.00**

CHRONOPIA

Heart **CHRONOPIA Warzone Miniatures Rules**

Warzone goes fantasy! Heartbreaker Hobbies new fantasy miniatures rules have been released January. From beyond the grave the One King has returned to reclaim his lost kingdom. The usurpers squandered the spoils of war, and the Great Triad of the Elf Dukes, the Dwarven Overlords and the Ogre Emperors has collapsed. The Four Dark Prophets, twisted by their hate for the One King, made terrible pacts with unearthly evil. On the battlefields, the carrion birds feast as mighty Repulsar Knights trade blows with Beast Clan Dwarves, and Blackblood Myrmidons render and gore Elf Dragonbane Riders. And the dark banners of the Devout, with their Dusk Realm warriors and Warped Lords, cast an ever increasing shadow across the land. The rulebook has over 200 pages, 160 in full color. Gives a detailed history and background on the five races, the Firstborn, Blackbloods, Elves, Dwarves and Devout. Richly illustrated army lists. Pull out reference sheets, full color weapons templates and counters. **$48.00**

Fallen Land Far to the east is a sunken continent swathed in steaming jungles – the domain of the Swamp Goblins. They have tamed the nightmare creatures that live in the Swamp. Has 88 pages with illustrations, maps and photos of miniatuers, also army lists, rules, stories. **$27.00**

Land of Two Rivers Introduces the Lizardmen into Chronopia. Contains a compelling short story in which the One King takes desparate measures to defeat the Devout - he awakens another just as deadly threat - the Stygian; a race of horrendously powerful lizardmen. 96 full color pages, detailed history. New time line, new weapon templates, army lists, and counters. **$34.00**

Sons of Kronos The Devout are moving through a frozen wilderness in order to attack the One King, who does nothing, because he knows the power of the three great tribes, lead by the Sons of Kronos, who inhabit this wilderness. With army lists, chariot rules, templates, full color counters. **$40.00**

Firstborn Watchtower A 3D expansion set that takes the concept of fighting in and around buildings to a new level. Has a full color card model of a firstborn watchtower; two new miniatures, the Englightened and the Stalker; a 32 page booklet with comprehensive new rules for using buildings in your battles, etc. **$42.50**

Chronopia Miniatures

Exaggerated 25mm metal figures by Heartbreaker

HEA2301	ORC ASSAULT WARRIORS nett	$17.00
HEA2302	GOBLIN SWORD MASTER nett	$17.00
HEA2303	DWARF VULTURE SWORDSMAN nett	$17.00
HEA2304	DWARF DARK TUSKS W/MRNG STAR	$17.00
HEA2300	DWARF BLOOD BONES W/AXES nett	$17.00
HEA2306	ELF AXE MEN nett	$17.00
HEA2307	FIRSTBORN KNIGHTS W/SWORDS	$17.00
HEA2308	FIRSTBORN KNIGHTS W/MACES nett	$17.00
HEA2309	FIRSTBORN CROSSBOWMEN	$17.00
HEA2310	DEVOUT FOLLOWERS W/2HD SWORDS	$17.00
HEA2311	ORC SWORDSMEN nett	$17.00
HEA2312	DWARF VULTURE MALLET WARRIORS	$17.00
HEA2313	DWARF DARK-TUSK SWORDSMEN nett	$17.00
HEA2319	DWARF DARK TUSKS WITH PICK AXE	$18.00
HEA2320	ELF ARCHERS	$17.00
HEA2321	STYGIAN WARRIOR SWORDSMEN	$17.00
HEA2322	STYGIAN WARRIOR SPEARMEN	$17.00
HEA2323	ORC ARCHERS	$18.00
HEA2324	DEVOUT FOLLOWERS W/SWORDS	$18.00
HEA2325	ELF SWORDSMEN	$17.00
HEA2326	STYGIAN: THE DRUGGED	$17.00
HEA2327	DEVOUT WAILERS	$17.00
HEA2328	ELF KEEPERS OF THE FLAME	$17.00
HEA2329	ELF MILITIA	$17.00
HEA2330	DWARF WOLF LEGION	$17.00
HEA2331	SONS OF KRONOS	$17.00
HEA2332	ELF DRAGON CLAN SLAVES	$17.00
HEA2333	STYGIAN THE STARVED	$17.00
HEA2334	FIRSTBORN BLACK SISTER	$17.00
HEA2335	STYGIAN REAPERS	$17.00
HEA2336	STYGIAN AXEMEN	$17.00
HEA2337	SONS OF KRONOS UNLIVING	$17.00
HEA2338	SONS OF KRONOS VIRIDIAN LORDS	$17.00
HEA2350	SONS OF KRONOS WAR HOUNDS (5)	$17.00

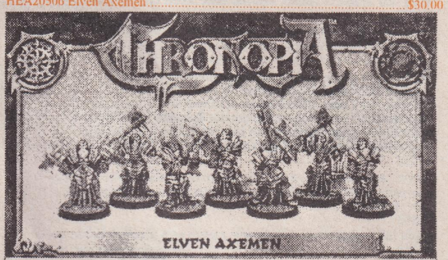
HEA2501	ORC ASSAULT WARRIOR LEADERnett	$6.50
HEA2502	ORC ASSAULT WARRIOR STANDARD	$6.50
HEA2503	ELF AXEMAN HERO nett	$6.50
HEA2504	ELF AXEMAN LEADER nett	$6.50
HEA2505	ELF AXEMAN STANDARD nett	$6.50
HEA2506	FIRSTBORN CROSSBOWMAN LEADER	$6.50
HEA2507	DEVOUT FOLLOWER LEADER nett	$6.50
HEA2508	DEVOUT FOLLOWER STANDARD nett	$6.50
HEA2509	DEVOUT WARPED LORD nett	$6.50
HEA2510	GOBLIN SWORDMASTER LEADER	$6.50
HEA2511	ELF SPEARMEN LEADER	$6.50
HEA2512	ELF SPEARMEN STANDARD BEARER	$6.50
HEA2513	ELF GREAT SWORDSMASTER nett	$6.50
HEA2514	FIRSTBORN ARCHER LEADER nett	$6.50
HEA2515	FIRSTBORN KNIGHT HERO W/SWORD	$6.50
HEA2516	FIRSTBORN KNIGHT HERO W/MACE	$6.50
HEA2517	ELF ARCHER LEADER	$6.50
HEA2550	ORC SWORDSMAN LEADER	$6.50
HEA2519	ORC SWORDSMAN HERO	$6.50
HEA2520	ORC STANDARD	$6.50
HEA2521	ORC ARCHER LEADER	$6.50
HEA2522	DWARF DARK-TUSK LEADER	$6.50
HEA2523	DWARF DARK-TUSK HERO	$6.50
HEA2524	DWARF DARK-TUSK STANDARD	$6.50
HEA2525	IMPERIAL KNIGHT LEADER	$6.50
HEA2526	FIRSTBORN KNIGHT STANDARD	$6.50
HEA2527	ELF SWORDSMEN LEADER	$6.50
HEA2528	DEVOUT NECROMANCER	$6.50
HEA2529	ELF LOTUS EATER	$6.50
HEA2530	DEVOUT SWORDSMAN LEADER	$6.50
HEA2531	DEVOUT SWORDSMAN MUSICIAN	$6.50
HEA2532	ELF KEEPER OF THE FLAME LEADER	$6.50
HEA2533	ELF MILITIA LEADER	$6.50

HEA2534	ELF OBSIDIAN GUARD	$6.50
HEA2535	ELF CRYSTAL KNIGHT	$6.50
HEA2536	SONS OF KRONOS CHIEFTAIN	$6.50
HEA2537	DEVOUT JACKAL SCOUT	$6.50
HEA2538	ELF WARRIOR OF THE GOLDEN MASK	$6.50
HEA2539	FIRSTBORN BLACK SISTER LEADER	$6.50
HEA2540	DWARF WOLF LEGION LEADER	$6.50
HEA2556	DWARF BLOODBONE LEGION LEADER	$6.50

HEA2801	TROLL # 1	$24.50
HEA2802	OGRE SWORDSMAN # 1	$9.50
HEA2803	HARBINGER OF THE DARK WINGS	$24.50
HEA2804	DUSK REALM DEMON	$18.95
HEA2805	JUDGE	$7.50
HEA2806	CHRONOMANCER	$7.50
HEA2807	STYGIAN PRIESTESS	$9.50
HEA2808	STYGIAN GREAT WARRIOR	$15.00
HEA2809	NIGHT WALKER	$7.00
HEA2810	ONE KING REPULSAR KNIGHT	$9.00
HEA2811	STYGIAN GUARDIANS	$22.50
HEA2812	DWARF DARK TUSK RAIDER	$18.95
HEA2813	DEVOUT DEMON WINGS	$13.00
HEA2814	DEVOUT THE NAMELESS	$28.00
HEA2815	STYGIAN THE EMBALMED	$18.95
HEA2816	GOBLIN RIPPER BEAST ARCHER	$9.50
HEA2817	BLACKBLOOD ORC KUTARA LANCER	$26.50
HEA2818	OGRE HEAVY INFANTRY LEADER	$15.00
HEA2819	ADAMANTINE GOLEM	$15.00
HEA2820	SONS OF KRONOS MONARCH	$24.50
HEA2821	SONS OF KRONOS HORSE ARCHER	$17.00
HEA2822	SONS OF KRONOS HUNTER	$6.50
HEA2823	GOBLIN RIPPER BEAST LANCER	$9.50
HEA2824	SWAMP GOBLIN ON DRONE	$15.00
HEA2825	SWAMP GOBLIN SHAMAN ON DRONE	$15.00
HEA2826	FIRSTBORN MOUNTED KNIGHTS	$18.95
HEA2827	FIRSTBORN MOUNTED AXEMEN	$18.95
HEA2828	ELF DRAGONBANE WARKILLER	$18.95

BOXED SETS

HEA20501	Blackblood: Goblin Myrmadon	$47.50
HEA20502	Firstborn Swordsmen Boxed Set	$30.00
HEA20503	Dark Tusk Blood Totem & Keeper	$38.00
HEA20504	Orc Swordsmen Squad	$30.00
HEA20505	Devout Tormented and Damned	$38.00
HEA20506	Elven Axemen	$30.00



#20506

HEA20507	Devout Swordsmen Followers	$30.00
HEA20508	Iron Guard Firstborn	$30.00
HEA20509	Legion of the Horned Ones	$30.00
HEA20510	Elf Spearmen	$30.00

Fantasy Rules!

Chipco **Fantasy Rules! 2nd Ed** By Chipco, these rules are 130 pages in length. They allow you to play miniatures wargames in any mythological setting or fantasy universe of your choosing, on land, sea, underground, or in the air. You can use any figures you currently own. Has over 50 historical and fantasy army lists, 10 types of magic users, 30 types of units & characters, etc. **$50.00**

Fantasy Warriors

GRE FANTASY WARRIORS 2nd Ed

It's back, as an all new edition! Stratelibri in Italy bought out Grenadier USA and UK, and are not only offering the entire old range of Fantasy Warriors figures, but they have completely re-done the Fantasy Warriors game, written in English, of course! The game includes 102 plastic and 6 metal exaggerated 25mm figures of orcs and dwarves by Nick Lund, superior art, graphics, and rulesbook, 150 counters, dice, distance ruler, reference sheet, etc. with a huge range of figures that are comparitively cheap! To play the game, each player controls an army which is headed by a warchief, who issues orders to the troops under his command. Giving the right orders and changing them when the moment is right is the essence of generalship in tis game. You can use from 20 figures a side to several hundred figures a side. There is no book keeping. Game mechanics include pre-battle scouting, boasts and omens, issuing threats, shooting, movement and reorganisation, combat, influence, command tests, individuals, battleleaders, warchiefs, magic and talismans. Rules are 48 pages, and includes army lists and piont values for Barbarians, Dwarves, Goblins, Ogres, 15th Century Men, Orcs, Trolls, and Wood Elves. The 108 miniatures included make up two 1,100 point armies! **$75.00**

Fantasy Warriors Miniatures

DWARF ARMY PACKS

Blisters with ( ) exaggerated 25mm figures by Nick Lund. Most packs have multiples of the same figure.

GRENM103	DWARF HAILSTORMERS: ARCHERS(5)	$12.00
GRENM105	DWARF GUARDIANS: CROSSBOWS (5)	$12.00
GRENM106	DWARF IRONCRUSHERS:HAMMERERS 5	$12.00
GRENM107	DWARF PHALANX: SPEAR & SH (5)	$12.00
GRENM108	DWARF BLADEBREAKERS:SPEARS (5)	$12.00
GRENM109	DWARF MAGES (2)	$6.50
GRENM110	DWARF COMMANDER & STANDARD (2)	$6.50
GRENM111	DWARF MORTAR & 2 CREW	$12.00
GRENM112	DWARF SENTINELS: CROSSBOW (5)	$12.00
GRENM113	DWARF DELLWRECKER:HERO W/MACE	$5.00
GRENM114	DWARF DRUMMERS (2)	$6.50
GRENM116	DWARF MASTERS: BERSERKERS (4)	$12.00
GRENM117	DWARF MILITIA: SHIELD & AXE(5)	$12.00
GRENM118	DWARF PASSGUARDS:2HD MACES (5)	$12.00
GRENM119	DWARF THE DAMNED:SPEARMEN (5)	$12.00

DWARF INDIVIDUALS

Blisters with ( ) exaggerated 25mm figures by Nick Lund or Mark Copplestone (if stated.)

GRE1466	DWARF MORTAR & 2 CREW same as NM111	$12.00
GRE5630	DWARF WARCHIEF (1)	$4.00
GRE8503	DWARVEN HAND GUNNERS (2)	$6.00
GRE8504	DWARVEN COMMAND DRUMMER, STAND	$6.00

ORC ARMY PACKS

Blisters with ( ) exaggerated 25mm figures by Nick Lund. Most packs have multiples of the same figure.

GRENM201	ORC WOLF RIDER LANCERS (2)	$12.00
GRENM202	ORC WOLF RIDER ARCHERS (2)	$12.00
GRENM203	ORC LORDS: ARCHERS (4)	$12.00
GRENM204	ORC TORMENTORS: AXEMEN (4)	$12.00
GRENM205	ORC SCARLET LANCERS:SPEARS(4)	$12.00
GRENM206	ORC BALLISTA & 2 CREW	$9.00
GRENM207	ORC WARRIORS WITH SCIMITARS(4)	$12.00
GRENM208	ORC HUNTERS WITH SCIMITARS(4)	$12.00
GRENM209	ORC ARCHERS OF THE HORDE (4)	$12.00
GRENM210	ORC REAPERS: HALBERDIERS (4)	$12.00
GRENM211	ORC HERETICS: SPEARMEN (4)	$12.00
GRENM212	ORC WOLF RIDERS DRUMMER&BANNER	$12.00
GRENM213	ORC ARCHERS OF THE PLAINS(4)	$12.00
GRENM214	ORC HERO: HUWKA THE PITILESS	$5.00
GRENM215	ORC PLAGUED: CLUB & SHIELD(4)	$12.00
GRENM216	SWASUA'S ORCS: MACEMEN(4)	$12.00
GRENM217	HUWKA'S ORC LINE: SCIMITARS(4)	$12.00
GRENM218	ORC BANNER BEARER & MUSICIAN	$6.50
GRENM219	ORC GENERAL & CHAMPION (2)	$9.00

ORC INDIVIDUALS

Blisters with ( ) exaggerated 25mm figures by Nick Lund or Mark Copplestone (if stated.)

GRE1432	HALF ORCS WITH HAND WEAPONS(5) Copp	$13.50
GRE1437	HALF ORCS WITH BOWS (5) by Copplestone	$13.50
GRE1441	HALF ORC COMMAND (4) by Copplestone	$12.50
GRE5618	GOBLIN LEADER (1)	$4.00
GRE5624	GIANT ORC WARRIOR WITH MACE	$6.00
GRE5625	GIANT ORC WARRIOR W/SCIMITAR	$6.00
GRE5626	GIANT ORC WARRIOR W/CLEAVER	$6.00
GRE5627	ORC WARCHIEF WITH SCIMITAR	$6.00
GRE5628	ORC SHAMAN (1)	$4.00
GRE5629	ORC MUSICIAN (1)	$4.00
GRE8506	ORC WAR CHIEF (1)	$6.00
GRE8507	ORC BATTLE LEADER	$6.00
GRE8517	BATTLE ORCS: AXE & CLUB (2)	$6.00
GRE8528	ORC WOLF RIDER HERO (1)	$9.00

BARBARIAN ARMY PACKS

Blisters with ( ) exaggerated 25mm figures by Mark Copplestone. Most packs have multiples of the same figure.

GRENM300	BARBARIAN WARRIORS AXE & SH(4)	$12.00
GRENM301	BARBARIAN VETERANS AXE &SH (4)	$12.00
GRENM302	BARBARIAN WARRIORS W/SWRDS(4)	$12.00
GRENM303	BARBARIAN HUNTERS: ARCHERS (4)	$12.00
GRENM304	BARBARIAN HUNTERS: ARCHERS (4)	$12.00
GRENM305	BARBARIAN LEADER & 3 GUARDS	$12.00
GRENM306	BARBARIAN GWYDRYLL'S BESERKERS	$12.00
GRENM307	BARBARIAN DRUIDS & MAGES (4)	$12.00
GRENM308	BARBARIAN WARRIORS: AXE &SH(4)	$11.90
GRENM309	BARBARIAN HUNTERS: ARCHERS (4)	$12.00
GRENM310	BARBARIAN MUSOS & STANDARD(4)	$12.00
GRENM311	BARBARIAN WARRIORS AXE & SH(4)	$12.00
GRENM312	BARBARIAN WARRIORS W/SWORDS(4)	$12.00
GRENM313	BARBARIAN LDR ON SABERTOOTH TG	$9.00
GRENM314	BARBARIAN RIDERS SWRD& SH (2)	$12.00
GRENM315	BARBARIAN RIDER WITH BANNER(1)	$9.00
GRENM316	BARBARIAN RIDER HERO (1)	$9.00
GRENM317	TOLCH BARBARIAN HERO (1)	$5.00
GRENM318	BARBARIAN RIDERS AXE & SH (2)	$12.00
GRENM319	BARBARIAN MERCENARIES (2)	$6.50

15th Century Humans

Blisters with ( ) exaggerated 25m figures by Mark Copplestone

GRE1406	FOOT KNIGHTS (5)	$13.50
GRE1412	MOUNTED PALADINS (2)	$12.50
GRE1415	FIGHTING MEN WITH GUNS (5)	$13.50
GRE1449	MOUNTED MEN AT ARMS (2)	$12.50
GRE5613	FOOT KNIGHT (1) MULTIPLE WPNS	$4.00
GRE8519	TOOLANI HALBERDIER SERGEANTS 2	$6.00
GRE8521	MOUNTED IMPERIAL MAN AT ARMS 1	$12.00

High Elves

Blisters with ( ) exaggerated 25m figures by Mark Copplestone

GRE1427	HIGH ELVES WITH SPEAR & SH (5)	$12.50
GRE1428	HIGH ELVES WITH LONGBOWS (5)	$13.50
GRE1436	HIGH ELF CAVALRY W/SWORDS(2)	$12.50
GRE1438	HIGH ELF CAVALRY W/SWORDS (2)	$12.50
GRE1444	HIGH ELF COMMAND (4)	$12.50
GRE1456	HIGH ELF HORSE ARCHERS (2)	$12.50
GRE8526	HIGH ELF WARCHIEF & BATTLELDR	$6.00
GRE1422	ELVEN LORDS, 1 MTD, 2 FOOT (3)	$12.50

Wood Elves

Blisters with ( ) exaggerated 25m figures by Mark Copplestone

GRE1401	WOOD ELVES WITH BOWS (5)	$13.50
GRE1402	WOOD ELVES WITH SPEAR & SH (5)	$13.50
GRE1403	WOOD ELVES WITH SWORD & SH (5)	$13.50
GRE1413	WOOD ELF EAGLE RIDER (1)	$12.50
GRE1417	WOOD ELF EAGLE RIDER HERO (1)	$12.50
GRE1420	WOOD ELF CAVALRY (2)	$12.50
GRE1425	WOOD ELF CAVALRY COMMAND (2)	$12.50
GRE5609	WOOD ELF (1) MULTIPLE WEAPONS	$4.00

Various Fantasy Figures

Blisters with ( ) exaggerated 25m figures. some by Mark Copplestone

GRE1450	HORSE RAIDER ROCKET BATTERY Copplest	$12.50
GRE1469	DARK DWARF INFANTRY (4) Copplestone	$12.95
GRE5607	UNDEAD CHAMPION W/2 HANDED SWD	$4.00
GRE5608	UNDEAD STANDARD BEARER (1)	$4.00
GRE8525	SKELETON ARMY STANDARD (2)	$6.00
GRE8529	RATSCUM ARCHER ON GIANT WEASEL Cop	$9.00
GRE8530	DARK DWARVES:LEADER & STANDARD Cop	$6.00

Grenadier Dragons

GRE9603	WHITE DRAGON	$27.00
GRE9604	BRASS DRAGON	$27.00
GRE9605	GREEN DRAGON	$27.00
GRE9606	SILVER DRAGON	$27.00
GRE9609	BRONZE DRAGON	$27.00
GRE9610	GOLD DRAGON	$27.00
GRE9611	PLATINUM DRAGON	$27.00

De Bellis Fantasticus

DBF De Bellis Fantasticus: Here There Be Dragons It has been my dream to use DBM rules to play battles from *The Lord of the Rings*. Well, my dream has come true! WRG have just released DBF, the fantasy rules supplement for DBM! (You must own DBM to use this book) The book adds several new troop types such as Flying Behemoths, such as flying dragons, Flying Vehicles such as steam driven flying ships: Behemoths, such as wingless dragons etc: Large Humanoids, such as trolls, ogres, ents, minotaurs, elementals: Undead, and unicorns. Each type normally has (S), (O), (I), (F) and (X) ratings. Allowances are made for huge monsters having double width & depth bases. There are rules for flying, great rules for heroes, who can slay even the biggest monsters, some monsters can purchase a magical power, and rules for wizards. Each wizard receives their own pip dice each turn, and use those pips to activate any of the 11 spell types. The book then has three sections of army lists. The first army lists are based on other popular fantasy miniatures games and cover Imperial Humans, Undead, Lizardmen, etc. The second section are mythological army lists such as mythological Japan, Egypt, Rome, etc. And the third section is my favorite - the traditional army lists, ie, inspired by *The Lord of the Rings*. Please note that this supplement allows you to use any 28mm figures without having to rebase them. **$18.00**

Harlequin Miniatures

Harlequin Miniatures have once again appointed us to be a distributor of their fine range of miniatures, so we now carry their entire range again. Please see the Doctor Who rnage in the Science Fiction section. The sculptors being primarily ex-Games Workshop staff, including Kev Adams. Most of the figures are suitable for use with other fantasy miniatures games systems, and most have plastic bases and occassionally plastic clip-on shields.

HAR RAVEN FANTASY MINIATURES RULES

It is the beginning of the Fourth Age. A time wracked with turmoil, a time of change. Alliances which held fast for centuries have dissolved. Technology and magic are on the advance. Gnomish engineers working with dwarves have harnessed the power of steam. Shadow elves continue to spread terror throughout the land and the migration southwards of the Barnorsk orc forces is proving to be a matter of concern to all. This rules are 144 pages and fully illustrated with complete battle rules, army lists, background info, spell grimoires and color guide to every miniature produced by Harlequin Miniatures. This is a game of tactics. The races covered are the Vardulak Vampire Masters of the Drakul Knights, Wood Elves, Shadow Elves, High Elves, Barbarians, Barnorsk Orcs, Undead, Kustoss Orcs, Kzar, Helsinians, Ver'men, Beastmen, Dwarfs, Saracens, Goblins, Nightlings and the bestiary. **$30.00**

Fantasy Armies

Exaggerated 25mm metal figures.

Undead

HAR0105	Ghost (1)	$6.50

Orcs & Goblins

Boxed Regiments (Include command & champion figures)

HAR7956	Azorg’s Dark Orc Guards (10)	$49.00
HAR7958	Sharka’s Barbarian Orc Warband (15)	$49.00
HAR7961	Gorebag’s Orc Warriors (15)	$49.00

Barbarian Orcs

HAR0201	Barbarian Orc Spearmen (3)	$11.50
HAR0206	Barbarian Orc Warriors I (3)	$11.50
HAR0207	Barbarian Orc Warriors II (3)	$11.50
HAR0208	Barbarian Orc Warriors III (3)	$11.50
HAR0209	Barbarian Orc Command (2)	$11.50
HAR0210	Barbarian Orc Champion (1)	$8.00
HAR0216	Barbarian Orc Boar Cavalry I (1)	$11.50
HAR0217	Barbarian Orc Boar Cavalry II (1)	$11.50
HAR0218	Barbarian Orc Boar Spearmen I (1)	$11.50
HAR0219	Barbarian Orc Boar Spearmen II (1)	$11.50
HAR0220	Barbarian Orc Boar Standard Bearer (1)	$11.50
HAR0221	Barbarian Orc Boar Hero (1)	$11.50

Dark Orc Warriors

HAR0211	Dark Orc Warriors I (2)	$11.50
HAR0212	Dark Orc Warriors II (2)	$11.50
HAR0213	Dark Orc Warriors III (2)	$11.50
HAR0214	Dark Orc Warriors Command (2)	$13.00
HAR0215	Dark Orc Warriors Champion (1)	$9.50

Orc Warriors

HAR0223	Orc Warriors I (3)	$11.50
HAR0224	Orc Warriors II (3)	$11.50
HAR0225	Orc Warriors III (3)	$11.50
HAR0226	Orc Warriors Command (2)	$13.00
HAR0227	Orc Warriors Champion (1)	$8.00
HAR0231	Orc Boar Rider Spear I (1)	$11.50
HAR0232	Orc Boar Rider Spear II (1)	$11.50
HAR0233	Orc Boar Rider Sword (1)	$11.50
HAR0234	Orc Boar Rider Axeman (1)	$11.50
HAR0235	Orc Boar Rider Standard (1)	$13.00
HAR0236	Orc Boar Rider Champion (1)	$11.50

Goblin Fighters

HAR0239	Goblin Fighters I (3)	$11.50
HAR0240	Goblin Fighters II (3)	$11.50
HAR0241	Goblin FightersCommand (2)	$13.00
HAR0242	Goblin Fighters Champion (1)	$8.00
HAR0245	Goblin Wolf Riders I (2)	$13.00
HAR0246	Goblin Wolf Riders II (2)	$13.00

Rock Trolls

HAR0293	Rock Troll I (1)	$19.50
HAR0294	Rock Troll II (1)	$19.50
HAR0295	Rock Troll III (1)	$19.50
HAR0296	Rock Troll IV (1)	$19.50

Wood Elves

Entlings

HAR0301	Entling I (1)	$8.00
HAR0302	Entling II (1)	$8.00
HAR0303	Entling III (1)	$8.00
HAR0304	Entling IV (1)	$8.00
HAR0305	Entling V (1)	$8.00

Shadow Elves

Entlings

HAR0445	Harpy I (1)	$6.50
HAR0446	Harpy II (1)	$6.50
HAR0447	Harpy III (1)	$6.50

Ver'men (Ratmen)

Ver'men Boxed Regiments (Include command & champion figures)

HAR7959	Thrack’s Ver’Men Next Guard (15)	$49.00
HAR7961	Fal’Shizzar’s Ver’Men Clan Warriors (15)	$49.00
HAR7967	Skeel’s Ver’Men Plague Monks (15)	$49.00

Ver'men Nest Guard

HAR0501	Nest Guard Warriors (3)	$11.50
HAR0502	Nest Guard Warriors II (3)	$11.50
HAR0503	Nest Guard Warriors III (3)	$11.50
HAR0504	Nest Guard Champion (1)	$8.00

Ver'Clan Warriors

HAR0505	Ver’Clan Warriors (3)	$11.50
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RAL PARTHA

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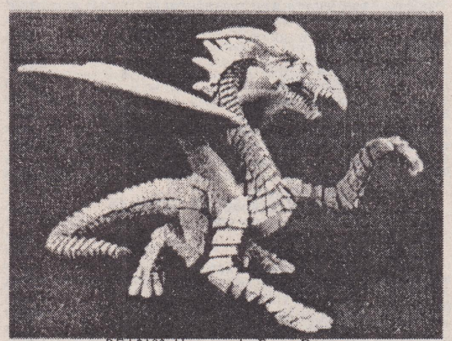

REA2193 Abyzaran the Forest Dragon

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THU1025 Idol Theft

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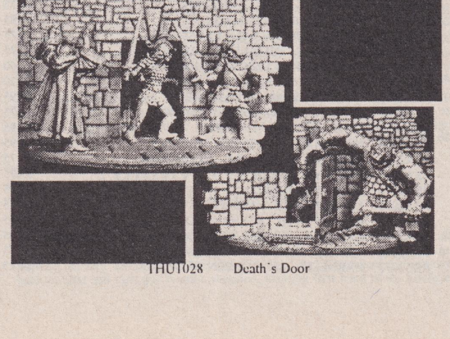

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CIT993987	BRETONNIAN GRAIL KNIGHT ON HORSE (1)	$13.50
CIT994137	KNIGHTS OF THE REALM (1)	$13.00
CIT994106	BRETONNIAN MEN AT ARMS HALBERDS (3)	$13.50
CIT994083	BRETONNIAN MAN AT ARMS CHAMPION	$11.00

SKAVEN BOXED SETS

CIT0516	SKAVEN VERMIN LORD (1)	$36.00
CIT999293	SKAVEN DOOMWHEEL (1)	$49.50
CIT999286	SKAVEN SCREAMING BELL (1)	$49.50
CIT0746	SKAVEN WARRIORS (8)	$16.00

SKAVEN BLISTERS

CIT744015	SKAVEN WARRIORS (4)	$13.50
CIT744039	BEASTMASTER (1)	$13.50
CIT744503	SKAVEN CLANRATS (3)	$14.50
CIT744510	SKAVEN COMMAND GROUP (2)	$12.50
CIT744527	SKAVEN SLAVES (4)	$14.50
CIT995677	STORMVERMIN (3)	$14.50
CIT995677	STORMVERMIN COMMAND (2)	$12.50
CIT990689	STORMVERMIN CHAMPION (1)	$11.00
CIT995660	SKAVEN PLAGUE MONKS (3)	$13.00
CIT990665	SKAVEN PLAGUE MONK CHAMPION (1)	$11.00
CIT744558	SKAVEN GUTTER RUNNERS (3)	$14.50
CIT995646	SKAVEN GLOBADIERS (1)	$11.00
CIT995639	SKAVEN CENSOR BEARER (1)	$11.00
CIT995622	SKAVEN RAT OGRES (1)	$22.50
CIT995615	CLAN MOULDER PACK MASTERS (1)	$13.50
CIT744621	BONERIPPER (1)	$19.00
CIT744626	DEATH MASTER SNIKCH (1)	$14.50
CIT995554	SKROLK (1)	$16.00
CIT995547	GREY SEER THANQUOL (1)	$16.00
CIT995530	WARLORD QUEEK (1)	$16.00
CIT995523	IKIT CLAW (1)	$16.00
CIT995608	SKAVEN RAT SWARMS	$11.00
CIT744695	SKAVEN JEZZAIL (1)	$16.00
CIT995585	SKAVEN WARP FIRE THROWER (1)	$16.00
CIT990658	SKAVEN ASSASSINS (2)	$13.50
CIT744729	SKAVEN WARLOCKS (1)	$9.50

UNDEAD BOXED SETS

CIT973484	SKELETON WARRIORS REGIMENT (20 plastic foot)	$31.50
CIT0736	SKELETON WARRIORS (8)	$16.00
CIT0780	SKELETON HORSEMEN (3)	$16.00
CIT0781	UNDEAD CHARIOT (1)	$16.00
CIT999279	NECROMANCER ON MANTICORE (1)	$49.50
CIT999262	NAGASH (1)	$36.00
CIT0524	ZOMBIE DRAGON (1)	$49.50
CIT989997	MOUNTED WIGHTS (4)	$43.50

UNDEAD BLISTERS

CIT136309	UNDEAD TRANSFERS	$12.00
CIT137572	UNDEAD SHIELDS	$5.00
CIT993833	UNDEAD BANNERS	$13.50
CIT745043	SKELETON ARCHERS (2)	$13.50
CIT745050	SKELETON WARRIORS (4)	$13.50
CIT745104	UNDEAD MUMMIES (2)	$13.50
CIT745142	ZOMBIE COMMAND GROUP (2)	$14.50
CIT745159	ZOMBIES (3)	$14.50
CIT745173	WIGHTS (2)	$14.50
CIT993888	UNDEAD WRAITHS (1)	$11.00
CIT745197	SKELETON CAVALRY (1)	$9.50
CIT745203	VAMPIRE LORD (1)	$13.50
CIT975464	NECROMANCER ON FOOT	$13.50
CIT745222	HEINRICH KEMMLER (1)	$14.50
CIT993840	GHOULS (3)	$14.50
CIT745234	UNDEAD BATTLE BANNERS	$11.00
CIT745241	MOUNTED NECROMANCER (1)	$11.50
CIT745359	VLAD & ISABELL VON CARST (2)	$20.00
CIT993772	UNDEAD LORD KRELL (1)	$16.00
CIT993802	CARRION (1)	$13.50
CIT986667	ARMORED WIGHT CHAMPION	$13.50
CIT986735	ARMORED SKELETONS	$13.50
CIT986858	ARMORED SKELETON COMMAND (2)	$13.50
CIT987221	UNDEAD XL T-SHIRT	$36.00
CIT989904	BAT SWARM	$11.00
CIT989911	WRAITH CHAMPION (!)	$11.00
CIT993796	GHOST (1)	$11.00
CIT993901	SKELETON COMMAND GROUP (2)	$12.50
CIT988082	MOUNTED WIGHT (1)	$12.50
CIT988099	MOUNTED WIGHT HORNBLOWER (1)	$12.50
CIT988105	MOUNTED WIGHT STANDARD (1)	$12.50
CIT988112	MOUNTED WIGHT CHAMPION (1)	$12.50

CHAOS BOXED SETS

CIT0525	CHAOS KNIGHTS (3)	$30.00
CIT0782	CHAOS BEASTMEN WARRIORS (8)	$14.00
CIT0787	CHAOS WARRIORS (6)	$16.00
CIT999408	GREATER DEMON OF NURGLE (1)	$63.00
CIT979578	CHAOS WARRIOR REGIMENT (12)	$31.50
CIT976553	CHAOS WARRIOR HALBERDIERS (12)	$31.50
CIT978649	BEASTMAN CHARIOT	$36.00
CIT983490	CHAOS KNIGHTS REGIMENT (5)	$45.00
CIT986590	GREATER DAEMON OF TZEENTCH	$63.00
CIT978779	GREATER DAEMON OF KHORNE	$63.00
CIT977031	CHAOS WARRIORS IN CHARIOT	$36.00
CIT978465	CHAOS BEASTMAN WARBAND	$153.00

(Includes 1 Beastlord, 12 Beastman Gors including champion, standard bearer & muso, 8 Beastman Ungor skirmishers, 14 Beastman Ungors including standard bearer & muso, and booklet.)

CIT985630	EGRIMM HORSTMANN ON DRAGON	$67.50
CIT976843	ARBAAL THE UNDEFEATED on Mount	$36.00
CIT983391	AZAZEL Daemon Prince of Damnation	$36.00
CIT983230	GORTHOR BEASTLORD IN CHARIOT	$45.00

CHAOS BLISTERS

CIT979431	CHAOS PINK HORRORS (2)	$12.50
CIT979424	CHAOS BLUE HORRORS (2)	$12.50
CIT983179	ARCHAON (1)	$22.50
CIT983162	KHAZRAK THE ONE EYE (1)	$22.50
CIT979448	CHAOS MINOTAUR LORD (1)	$40.00
CIT983155	CHAOS HOUNDS (2)	$11.00
CIT979226	CHAOS CHAMPIONS	$18.00
CIT006199	CHAOS TRANSFERS	$11.50
CIT100201	CHAOS BEASTMEN COMMAND (2)	$12.50
CIT995431	CHAOS BEASTMEN CHAMPION (1)	$11.00
CIT137596	CHAOS DETAILED SHIELDS	$5.00
CIT201001	CHAOS BANNERS	$13.50
CIT995301	PLAGUEBEARERS	$13.50
CIT995424	BEASTMAN SHAMAN (1)	$11.00
CIT730032	CHAOS DRAGON OGRES (1)	$29.00
CIT730049	CHAOS KNIGHT HEROES (1)	$12.50
CIT730056	CHAOS WARRIOR COMMAND (1)	$9.50
CIT730129	PINK & BLUE HORRORS (3)	$14.50
CIT730131	DAEMONETTES ON MOUNTS (1)	$18.00
CIT730155	FLYING DISC OF TZEENTCH (1)	$11.50
CIT730162	AEKBOLD HELBRASS (1)	$14.50
CIT995271	FIENDS OF SLAANESH	$13.50
CIT995264	BEAST OF NURGLE (1)	$13.50
CIT995257	MOUNTED CHAOS KNIGHT (1)	$13.50
CIT995400	CHAOS KNIGHT CHAMPION (1)	$13.50
CIT991655	CHAOS KNIGHT STANDARD BEARER	$13.50
CIT995233	CHAOS NURGLINGS	$11.00
CIT731309	CHAMPIONS OF KHORNE (2)	$12.50
CIT731429	CHAMPIONS OF SLAANESH (2)	$12.50
CIT731671	CHAMPIONS OF NURGLE (2)	$12.50
CIT978984	CHAOS CHAMPION	$12.50
CIT985968	CHAOS MARAUDERS WITH FLAILS	$13.50
CIT985951	CHAOS MARAUDERS COMMAND	$12.50
CIT986002	BESTIGORS (Chaos Beastmen)	$13.50
CIT985999	BESTIGOR COMMAND (2)	$12.50
CIT979455	CHAOS MINOTAUR	$26.00
CIT979417	DAEMON PRINCE	$36.00
CIT979486	UNGOR BEASTMAN COMMAND (2)	$12.50
CIT979493	UNGOR BEASTMAN WITH SPEARS (4)	$13.50
CIT985982	UNGOR SKIRMISHERS (4)	$13.50
CIT985975	UNGOR SKIRMISHERS COMMAND (2)	$12.50
CIT979509	CHAOS BEASTMEN LORD	$18.00
CIT979516	CHAOS SORCERER	$13.50
CIT986033	CHAOS LORD ON CHAOS STEED (1)	$21.50
CIT995295	CHAMPIONS OF TZEENTCH (2)	$13.50
CIT995332	SCYLLA CHAOS SPAWN (1)	$16.00
CIT995349	FLAMERS OF TZEENTCH (1)	$11.00
CIT995387	FLESH HOUNDS OF KHORNE (1)	$11.00
CIT995455	CHAOS BEASTMEN (3)	$13.50
CIT996049	CHAOS HARPY (1)	$11.50
CIT979479	MINOTAUR WITH 2 HANDED WEAPON	$27.00
CIT979462	MINOTAUR WITH ADDITIONAL H/WPN	$27.00
CIT979400	CHAOS SPAWN (1)	$13.50
CIT978076	BLOODLETTERS (new) (1)	$7.50
CIT978090	BLOODLETTER COMMAND GROUP (2)	$13.50
CIT978083	BLOODLETTER CHAMPION (1)	$13.50
CIT978977	MARAUDER W/2 HANDED WEAPON (3)	$13.50
CIT978960	CHAOS WARRIORS (2)	$13.50
CIT978069	MINOTAUR STANDARD BEARER (1)	$27.00
CIT976959	DAEMONETTES (2)	$13.50
CIT976973	DAEMONETTE CHAMPION (1)	$13.50
CIT976966	DAEMONETTE COMMAND GROUP (2)	$13.50
CIT987764	DAEMONETTES ON STEEDS	$22.50

HIGH ELF BOXED SETS

CIT999569	HIGH ELF DRAGON LORD (1)	$63.00
CIT986958	HIGH ELF EVERQUEEN (7)	$43.50
CIT0750	HIGH ELF WARRIORS (8)	$18.00
CIT993352	HIGH ELF REAVER KNIGHTS	$36.00
CIT0825	HIGH ELF BATTLE CHARIOT (1)	$30.00
CIT0830	HIGH ELF PEGASUS (1)	$43.50
CIT993345	NEW HIGH ELF SILVER HELMS (4)	$40.50
CIT990054	HIGH ELF TIRANOC CHARIOT	$36.00
CIT999552	ELTHARION ON STORMWING	$49.50
CIT977260	HIGH ELF CAVALRY PATROL	$140.00

Contains 1 High Elf Hero, 1 td Ellyrian Reaver Champion, 4 Silver Helms Knights, 1 Silver Helm Standard Bearer, 4 Ellyrian Reavers with spears, 1 Tiranoc Chariot, 1 Waystone and booklet, transfers, and banners

HIGH ELF BLISTERS

CIT006083	HIGH ELF BANNERS	$11.00
CIT996421	HIGH ELF SPEARMEN (3)	$13.50
CIT756254	HIGH ELF BOWMEN (3)	$14.50
CIT996353	HIGH ELF REPEATING BOLT THROWER (1)	$22.50
CIT996346	TECLIS (1)	$16.00
CIT996339	TYRION (1)	$22.50
CIT756704	HIGH ELF PHOENIX GUARD (3)	$13.50
CIT756759	DRAGON PRINCE HEROES (1)	$11.50
CIT996308	DRAGON PRINCE OF CALEDOR (1)	$13.50
CIT996315	DRAGON PRINCE CHAMPION (1)	$13.50
CIT981748	DRAGON PRINCE STANDARD BEARER	$13.50
CIT756803	HIGH MOUNTED HERO (1)	$11.50
CIT756797	HIGH ELF GENERAL - ELDROTH (1)	$11.50
CIT887507	WHITE LIONS OF CHRACE (3)	$13.50
CIT988013	SWORD MASTERS OF HOETH (3)	$13.50
CIT887804	SHADOW WARRIORS (3)	$14.50
CIT990092	WHITE LIONS OF CHRACE COMMAND (2)	$12.50
CIT990184	WHITE LIONS OF CHRACE CHAMPION (1)	$11.00
CIT991518	HIGH ELF MAGE (1)	$11.00
CIT991525	HIGH ELF ARCHER CHAMPION (1)	$11.00
CIT991532	HIGH ELF COMMAND (2)	$12.50
CIT991549	ELLYRIAN REAVER WITH SPEAR (1)	$11.00
CIT991556	ELLYRIAN REAVER WITH BOW (1)	$11.00
CIT991563	ELLRYIAN RANGER HORN BLOWER (1)	$11.00
CIT991570	ELLYRIAN REAVER CHAMPION (1)	$11.00
CIT991587	ELLYRIAN REAVER STANDARD (1)	$11.00
CIT991860	High Elf Silverhelm Standard Bearer (1)	$12.50
CIT991877	High Elf Silverhelm Hornblower (1)	$11.00

CIT991884	High Elf Silverhelm Champion (1)	$11.00
CIT986698	HIGH ELF MAIDEN GUARD CHAMPION	$11.00
CIT986889	HIGH ELF MAIDEN GUARD (3)	$13.50
CIT996544	MAGE ON ELVEN STEED	$13.50
CIT977505	LOTHERN SEA GUARD (3)	$13.50
CIT977482	SEA GUARD CHAMPION (1)	$11.00
CIT977499	SEA GUARD COMMAND (2)	$12.50
CIT977475	HIGH ELF MAGE ON STEED (1)	$13.50
CIT977468	HIGH ELF FRONT RANK SPEARMEN (3)	$13.50
CIT977451	HIGH ELF ARMORED ARCHERS (3)	$13.50
CIT975501	HIGH ELF HEROES	$13.50

DARK ELF BOXED SETS

CIT999491	DARK ELF DRAGONRIDER (1)	$63.00
CIT0532	DARK ELF SORCERESS (1)	$43.00
CIT0795	WARHAMMER DARK ELVES (8)	$14.00
CIT993192	DARK ELF CAULDRON OF BLOOD	$57.00
CIT977444	DARK ELF RIDERS	$38.00

DARK ELF BLISTERS

CIT212007	DARK ELF CORSAIRS (3)	$13.50
CIT996216	DARK ELF SPEARMEN (3)	$13.50
CIT759057	DARK ELF TRANSFERS	$11.50
CIT759088	DARK ELF BANNERS	$11.00
CIT759095	DARK ELF STANDARDS	$11.00
CIT759101	COLD ONE KNIGHT STANDARD (1)	$14.50
CIT759118	COLD ONE KNIGHT CHAMPION (1)	$14.50
CIT996070	DARK ELF GENERAL ON COLD ONE (1)	$22.50
CIT996063	DARK ELF SORCERER (1)	$11.00
CIT966056	DARK ELF ASSASSIN (1)	$11.00
CIT977376	DARK RIDER STANDARD (1)	$11.00
CIT977383	DARK RIDER CHAMPION (1)	$11.00
CIT996087	DARK ELF REPEATING BOLT THROW (1)	$22.50
CIT996131	DARK ELF COLD ONE (1)	$13.50
CIT996162	DARK ELF WITCH ELVES (3)	$13.50
CIT996186	DARK ELF COMMAND (2)	$12.50
CIT011921	DARK ELF CHAMPION (1)	$11.00
CIT996193	BLACK GUARD OF NAGGAROTH (2)	$12.50
CIT996209	DARK ELF CROSSBOWMEN (3)	$13.50
CIT977369	DARK ELF SORCERESS (1)	$11.00

EMPIRE BOXED SETS

CIT972678	EMPIRE HANDGUNNERS REGIMENT (16)	$31.50
CIT0749	EMPIRE HALBERDIERS (8)	$16.00
CIT0811	EMPIRE WAR WAGON (1)	$60.00
CIT0812	EMPIRE STEAM TANK (1)	$43.00
CIT0817	IMPERIAL WAR ALTAR (1)	$43.00
CIT0820	HEROES OF THE EMPIRE (4)	$43.00
CIT0821	ELECTOR COUNTS (4)	$43.00
CIT0826	IMPERIAL PEGASUS RIDER (1)	$43.00
CIT0835	EMPEROR ON DEATHCLAW (1)	$43.00

EMPIRE BLISTERS

CIT994571	MOUNTED BATTLE WIZARD (1)	$13.50
CIT994564	KNIGHT OF THE BLAZING SUN (1)	$12.50
CIT202048	KNIGHT OF THE BLAZUBG SUN STANDARD	$12.50
CIT737154	GRANDMASTER OF THE BLAZING SUN (1)	$9.00
CIT737253	IMPERIAL STANDARDS	$9.00
CIT737376	IMPERIAL OUTRIDERS (1)	$9.00
CIT994533	KISLEV HORSE ARCHERS (1)	$11.00
CIT990542	KISLEV HORSE ARCHERS STANDARD (1)	$11.00
CIT994519	KISLEV WINGED LANCER (1)	$11.00
CIT990535	KISLEV WINGED LANCER CHAMPION (1)	$11.00
CIT990528	KISLEV LANCERS STANDARD BEARER (1)	$11.00
CIT990511	KISLEV WINGED LANCER MUSICIAN (1)	$11.00
CIT994472	WHITE WOLF STANDARD BEARER (1)	$12.50
CIT737659	KNIGHTS OF THE WHITE WOLF (1)	$9.00
CIT994489	GRANDMASTER WHITE WOLVES (1)	$12.50
CIT994465	IMPERIAL PISTOLIERS (1)	$11.00
CIT737970	MOUNTED EMPIRE WIZARDS (1)	$11.00
CIT737949	EMPIRE WIZARDS (1)	$9.00
CIT994458	REIKSGARD KNIGHTS	$13.50
CIT994441	ICE QUEEN OF KISLEV (1)	$16.00
CIT738359	IMPERIAL MORTAR (1)	$18.00
CIT738472	IMPERIAL GREATSWORD (3)	$14.50
CIT738502	BORIS TODBRINGER (1)	$14.50
CIT738519	ALDERBRAND LUDENHOF (1)	$14.50
CIT738526	VALMIR VON RAUKOV (1)	$14.50
CIT994397	MARIUS LEITDORF (1)	$16.00
CIT738540	REIKSMARSHALL KURT HELBOR (1)	$14.50
CIT738557	SUPREME PATRIARCH (1)	$14.50
CIT738564	LUDWIG SWARTZHELM (1)	$14.50
CIT738649	GRANDMASTER - KNIGHT PANTHERS (1)	$9.00
CIT738656	KNIGHTS PANTHER (1)	$9.00
CIT994311	IMPERIAL HALFLING BOWMEN (4)	$13.50
CIT738885	HALFLING HOT POT (1)	$14.50
CIT738991	IMPERIAL VOLLEY GUN (1)	$22.50
CIT739066	IMPERIAL FOOT SOLDIERS (3)	$14.50
CIT739196	IMPERIAL COMMAND GROUP (3)	$14.50
CIT739219	ARCHERS (3)	$14.50
CIT994236	IMPERIAL REIKSGARD (2)	$12.50
CIT990733	IMPERIAL REIKSGARD CHAMPION (1)	$11.00
CIT990726	IMPERIAL REIKSGARD COMMAND (2)	$12.50
CIT739585	IMPERIAL HALBERDIERS (3)	$14.50
CIT739721	GREAT CANNON (1)	$27.50
CIT739844	TILEAN CROSSBOWMEN (3)	$14.50
CIT994182	IMPERIAL FLAGELLENTS (2)	$12.50
CIT975471	EMPIRE HEROES	$13.50

ORC & GOBBO BOXED SETS

CIT999385	ORC ROCK LOBBER (1)	$49.50
CIT0747	ORC WARRIORS (8)	$16.00
CIT0829	MARAUDER GIANT (1)	$57.00
CIT0748	BLACK ORC WARRIORS (6)	$16.00
CIT0755	GOBLIN WARRIORS (10)	$16.00
CIT999378	GROM'S GOBLIN WAR CHARIOT (1)	$36.00
CIT0528	AZHAG THE SLAUGHTERER (1)	$60.00
CIT0544	GOBLIN WOLF CHARIOT(1)	$30.00
CIT971343	NIGHT GOBLIN REGIMENT (20 plastic miniatures)	$31.50
CIT971282	GOBLIN DOOM DIVER & LAUNCHER WITH CREW	$36.00

ORC & GOBBO BLISTERS

CIT747535	ORC BOLT THROWER (1)	$19.00
CIT994755	SNOTLING PUMP WAGON (1)	$31.50
CIT994748	SNOTLINGS	$11.00
CIT749058	SWARMS	$14.50
CIT749300	ARMORED MERCENARY OGRES (1)	$18.00
CIT994984	SAVAGE ORC BOYZ (3)	$13.50
CIT994977	SAVAGE ORC BOAR BOYZ (1)	$12.50
CIT752065	SAVAGE ORC BOAR BOYZ COMMAND (1)	$9.00
CIT752072	SAVAGE ORC SHAMAN (1)	$9.00
CIT752102	SAVAGE ORC ARRER BOYZ (3)	$14.50
CIT994915	ORC BOYZ	$13.50
CIT752256	ORC ARRER BOYZ (3)	$14.50
CIT994908	ORC COMMAND GROUP (2)	$12.50
CIT752409	GORFANG ROTGUT (1)	$14.50
CIT752416	MORGLUM NECKSNAPPER (1)	$18.00
CIT752508	SAVAGE ORC COMMAND GROUP (2)	$14.50
CIT752089	SAVAGE ORC SHAMAN ON BOAR (1)	$11.50
CIT752553	BLACK ORCS (2)	$14.50
CIT994847	BLACK ORC COMMAND GROUP	$13.50
CIT752612	ORC BIG'UN WITH HAND WEAPONS (3)	$14.50
CIT752621	ORC BIG'UN COMMAND (2)	$14.50
CIT994809	ORC BIG'UN BOSS (1)	$11.00
CIT994793	ORC BOAR BOYZ STANDARD (1)	$12.50
CIT994786	ORC BOAR BOYZ HORN BLOWER (1)	$12.50
CIT994779	ORC BOAR BOYZ BOSS (1)	$12.50
CIT991600	ORC BOAR BOYZ WITH SPEAR (1)	$12.00
CIT753857	RIVER TROLLS (1)	$22.50
CIT995479	STONE TROLLS (1)	$22.50
CIT994731	NIGHT GOBLINS (4)	$13.50
CIT994717	NIGHT GOBLIN COMMAND (2)	$12.50
CIT971275	NIGHT GOBLIN FANATICS (3)	$13.50
CIT754250	SKARSNIK & GLOBBA (2)	$18.00
CIT994687	GOBLINS (4)	$13.50
CIT994670	GOBLIN SQUIG HOPPERS (1)	$11.00
CIT754571	NIGHT GOBLIN NET TEAMS (3)	$14.50
CIT754694	NIGHT GOBLIN SQUIG HERDER (4)	$14.50
CIT754700	FOREST GOBLINS (4)	$14.50
CIT994632	FOREST GOBLIN COMMAND (3)	$13.50
CIT209056	FOREST GOBLIN SHAMAN (1)	$11.00
CIT994625	FOREST GOBLIN SPIDER RIDER (1)	$11.00
CIT882304	GOBLIN HERO ON GIANT SPIDER (1)	$14.50
CIT994618	GOBLIN WOLF BOYZ (2)	$13.50
CIT994601	GOBLIN WOLF BOYZ COMMAND	$13.50
CIT991907	GROTFANG ORC WARLORD (1)	$22.50
CIT006069	ORC BANNERS	$11.50

DWARF BOXED SETS

CIT0762	DWARVES (8)	$14.00
CIT0828	THRONE OF POWER (1)	$43.00
CIT0836	ANVIL OF DOOM (1)	$43.00
CIT999460	DWARF FLAME CANNON (1)	$50.00
CIT0840	BUGMANS BREWERS	$43.00

DWARF BLISTERS

CIT995899	DWARF CANNON	$22.50
CIT995943	DWARF GYROCOPTER (1)	$31.50
CIT743810	KING KAZADOR (1)	$14.50
CIT996025	DWARF CLANSMEN (3)	$13.50
CIT996018	DWARF SPEARMEN (3)	$13.50
CIT743643	DWARF BOLT THROWER (1)	$18.00
CIT996001	BUGMANS TROOPERS (3)	$13.50
CIT995998	GOTREK & FELIX (2)	$22.5
CIT995974	UNGRIM THE SLAYER (1)	$16.00
CIT743834	BURLOCK DAMMINSON (1)	$14.50
CIT743841	KRAGG THE GRIM (1)	$14.50
CIT995837	DWARF HERO SKAG	$11.00
CIT743870	THE WHITE DWARF (1)	$14.50
CIT743889	DRONG THE DWARF LORD (1)	$9.00
CIT995905	QUEEN HELGA DWARF GENERAL (1)	$11.00
CIT995882	DWARF HAMMERERS (3)	$13.50
CIT743926	DWARF HAMMERERS COMMAND (2)	$14.50
CIT990719	DWARF HAMMERER CHAMPION (1)	$11.00
CIT743982	DWARF TROLL SLAYER COMMAND (2)	$11.50
CIT975495	DWARF SLAYER HERO	$13.50
CIT743963	DRUNKEN DWARFS (4)	$14.50
CIT743940	DWARF RUNESMITH (1)	$9.00
CIT743957	DWARF MINER CHAMPION (1)	$9.00
CIT743951	DWARF HERO (1)	$9.00
CIT995813	DWARF COMMAND GROUP (2)	$12.50
CIT986842	DWARF ORGAN GUN (1)	$27.50
CITSIEGE	DWARF SIEGE CANNON (1)	$19.00
CIT880447	DWARF MINERS (3)	$14.50
CIT880454	DWARF MINER COMMAND (3)	$14.50
CIT880515	DWARF CROSSBOWMEN (3)	$13.50
CIT995783	DWARF TROLL SLAYERS (3)	$13.50
CIT995776	DWARF GIANT SLAYER (2)	$16.00
CIT995769	DWARF LONGBEARDS (3)	$11.00
CIT995752	DWARF THUNDERERS (3)	$13.50
CIT880973	DWARF DRAGON SLAYER (1)	$11.50
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CIT006076	DWARF BANNERS	$11.00

CHAOS DWARF BOXED SETS

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CIT0833	GREAT TARSUS (1)	$49.00
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CITCD04	CHAOS DWARVES (8)	$14.00

CHAOS DWARF BLISTERS

CITASTRO	CHAOS DWARF ASTROGOTH (1)	$14.50
CIT995189	CHAOS DWARF AXEMEN	$13.50
CIT758050	CHAOS DWARF COMMAND (2)	$14.50
CIT995172	CHAOS DWARF CHAMPION (1)	$11.00
CIT758104	CHAOS DWARVES BLUNDERBUS (3)	$14.50
CIT758159	BULL CENTAURS (1)	$14.50
CIT995134	BULL CENTAUR STANDARD BEARER (1)	$16.00
CIT758203	CHAOS DWARF ROCKET LAUNCHER (1)	$18.00
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CIT758609	HOBGOBLIN COMMAND (2)	$14.50
CIT995059	HOBGOBLIN CHAMPION (1)	$11.00
CIT758630	MOUNTED HOBGOBLIN HERO (1)	$11.50
CIT995035	HOBGOBLIN WOLF RIDER (1)	$11.00
CIT758708	HOBGOBLIN WOLF RIDER COMMAND (1)	$9.00
CIT995042	HOBGOBLIN SNEAKY GITS (3)	$14.50
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CIT995110	CHAOS DWARF HEROES (1)	$10.50
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CIT996605	WOOD ELF WAR DANCERS (3)	$13.50
CIT975518	WAR DANCER CHAMPION (1)	$13.50
CIT996599	GLADE GUARD (3)	$13.50
CIT996582	GLADE GUARD COMMAND (2)	$12.50
CIT996575	GLADE GUARD CHAMPION (1)	$11.00
CIT996568	WOOD ELF GENERAL ON ELVEN STEED	$16.00
CIT742079	WOOD ELF GREAT EAGLE (1)	$18.00
CIT742089	WOOD ELF MOUNTED MAGE (1)	$11.50
CIT996513	GLADE RIDER CHAMPION (1)	$10.50
CIT996490	GLADE RIDER ARCHERS (1)	$10.50
CIT742189	GLADE RIDER STANDARD BEARER (1)	$9.00
CIT742196	GLADE RIDER HORN BLOWER (1)	$9.00
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CIT996469	WOOD ELF WAYWATCHERS	$12.50
CIT996452	WOOD ELF SKAW THE FALCONER (1)	$16.00
CIT136296	WOOD ELF TRANSFERS	$11.00
CIT996551	WOOD ELF WAR EAGLE	$21.50
CITBANN	WOOD ELF BANNERS	$11.00
CIT979639	WOOD ELF SORCERESS ON FOOT	$13.50
CIT979622	WOOD ELF SCOUTS (3)	$13.50
CIT979615	WOOD ELF SCOUT CHAMPION (1)	$11.00
CIT979608	WOOD ELF SCOUT COMMAND (2)	$12.50
CIT988129	WOOD ELF GLADE RIDER (1)	$11.00

BEASTIES

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CIT976379	FANTASY SWARM (4)	$16.00
CITCOCKA	COCKATRICE (1)	$19.00
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Science Fiction

Babylon 5 Wars

AOG **Babylon 5 Wars 2nd Edition** *Due Feb'99.*
This second edition is reformatted, streamlined and clarified, with new art and new ships. New ship control sheets include the Minbari Whitestar, the Earthforce Thunderbolt, etc. These official, detailed miniatures rules for Babylon 5 are presented in a boxed set which recreates the many epic struggles between the various races and factions which make up the Babylon 5 universe. The rules allow for engagements as small as a few fighters on each side to large fleets battling for control of a planet. Includes rules and background material, ship control sheets for all the popular Earth Alliance, Minbari, Centauri and Narn ships and fighters. Also has two full color counter sheets, 12 metal miniatures and star maps. The rules are like a simplified version of *Star Fleet Battles*. **$99.95**

War of Retribution: Atlas of Narn/Centauri War History and color maps in a week by week account of the Narn/Centauri war, in which the Narn were soundly defeated. Also statistics and ship record sheets on all Narn and Centauri ships and fighters, including many new ones. New rules, & 110 color counters. **$50.00**

CEE **Earthforce Sourcebook**
This roleplaying supplement for *The Babylon Project* also contains a complete set of simple miniatures rules for Babylon 5, written by Jon Tuffley, who wrote *Full Thrust*. As such the rules are simple to learn, but tactics are very hard to master! Each turn you must write in advance what movement your ships will undertake, which could well result in your guns not being able to target your desired opponent, should he be able to out guess you! Covers almost all Earthforce ships, including the impressive Omega-class destroyers, two types of Starfuries, and Hyperion-class heavy cruisers; details the Minbari cruiser and fighters, with far superior technology to the other races; details the Narn heavy cruiser, battle dreadnought and fighters; and the Centauri light cruiser, battle cruiser and fighters. The rules are magnificent, and you can easily control six ships each plus fighters. This is the game system for me! The book contains counters for all the above ships and fighters, but I will be using the below miniatures. **$40.00**

Babylon 5 Wars Miniatures

EARTHFORCE

AOGBW201	Earthforce Omega Destroyer (1)	$25.50
AOGBW206	Starfury Earthforce Fighters (3)	$14.00
AOGBW210	Earthforce Nova Dreadnought *Due Feb*	$25.50
AOGBW212	Earthforce Hyperion Cruiser (1)	$19.00
AOGBW220	Earthforce Olympus Corvette *Due Feb*	$25.50
AOGBW244	Earthforce Thunderbolt Fighter (3) *Due Feb*	$15.00
REV3622	Babylon 5 Station Model Kit	$45.00

This is a stunning model kit with decals for all of the blue-metallic and grey-metallic areas that run the length of the station, as well as other sections. The model is 43cm long and has 37 pieces.

MINBARI

AOGBW202	Minbari War Cruiser (1)	$25.50
AOGBW209	Minbari Fighter (3)	$14.00
AOGBW217	Minbari Flyer (3)	$14.00
AOGBW222	Minbari Whitestar (1) *Due March*	$17.00
AOGBW224	Minbari Early Cruiser (1) *Due March*	$25.50

NARN

AOGBW203	Narn G'Quan Heavy Cruiser (1)	$25.50
AOGBW207	Narn Heavy Fighter (3)	$14.00
AOGBW214	Narn Assault Cruiser (1)	$25.50
AOGBW242	Narn Bin'tak Dreadnought (1)	$39.00
AOGBW261	Narn Rongoth Destroyer (1) *Due Feb*	$15.00
AOGBW264	Narn Dag'Kar Missile Frigate (1)	$15.00
AOGBW265	Narn Sho'Kar Scout (1) *Due Feb*	$15.00
AOGBW267	Narn Gortih Medium Fighter (3)	$14.00
AOGBW268	Narn Var'Nic Destroyer (1) *Due Feb*	$15.00
AOGBW269	Narn Thentus Frigate	$15.00

CENTAURI

AOGBW204	Centauri BattleCruiser (1)	$25.50
AOGBW208	Centauri Medium Fighter (3)	$14.00
AOGBW213	Centauri Warship (1)	$15.00
AOGBW246	Centauri Dargan Strike Cruiser (1)	$25.50
AOGBW247	Centauri Covran Scout (1) *Due Feb*	$15.00
AOGBW248	Centauri Octurian Battleship (1)	$43.00
AOGBW255	Centauri Kutai Gunship (1) *Due Feb*	$15.00
AOGBW257	Centauri Balvarin Carrier (1) *Due Feb*	$25.50
AOGBW258	Centauri Altarian Destroyer (1)	$19.00
AOGBW260	Centauri Rutarian Strike Fighter (3)	$14.00

OTHER RACES

AOGBW229	Raider Delta-V Fighter (3)	$14.00
AOGBW230	Raider Carrier (1) *Due March*	$25.50
AOGBW231	Raider Battle Wagon *Due March*	$25.50

BOXED SETS

AOGBW301	Narn Fleet Boxed Set *Due March* Includes 2 x 203, 2 x 207, 1 x 214	$99.00
AOGBW302	Centauri Fleet Boxed Set *Due March* Includes 1 x 204, 2 x 208, 4 x 213	$99.00
AOGBW303	Earthforce Fleet Boxed Set *Due March* Includes 1 x 201, 2 x 206, 3 x 212	$99.00
AOGBW304	Minbari Fleet Boxed Set *Due March* Includes 1 x 202, 1 x 209, 1 x 217, 1 x 224	$99.00

The only problem with the AoG fighters above is that they are rather large. If you want tiny fighters that are a similar scale to the capital ships, then you can use some of the Ground Zero fighters below, which are *similar* in design to the equivalent Babylon 5 fighters:

Tiny X-Wing Fighters (Suitable for use as Starfury) (24)	$16.00
Tiny Tri-Wing Fighters (Suitable for use as Minbari) (24)	$16.00
Tiny Crescent Fighters (Suitable for use as Centauri) (24)	$16.00
Tiny Rhomboid Fighters (Suitable for use as Narn) (24)	$16.00

BattleTech

FAS **BATTLETECH 4th Edition** This 4th edition comes with a 48 page rulebook that covers heat build-up, piloting skills, critical hits, physical attacks (punching, etc), movement, combat, etc; a 32 page record sheet book; a 32 page full color book with quick start rules and heaps of background info; there are two 22"x27" maps; & 48 cardboard full color standup counters, being two each of 24 different mechs; and 144 full color unit stickers. Note that there are no rule changes. **$47.50**

BattleTech Master Rules Replaces the *Compendium*. Combines material from BattleTech 4th Ed, CityTech, and other sources, to offer the most comprehensive set of rules ever published for BattleTech. Also has a new, complete set of table-top miniatures rules. Also mech designs, scenario building rules, and the Battle Value System for balancing forces. **$38.00**

BattleLance Miniatures Rules This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and bidding. **$4.00**

Ral Partha BattleTech Miniatures

Mechs & AFVs

1/285th Scale Metal kits with 1 or () models.

RAL1920-778	CROCKETT BATTLEMECH	$16.50
RAL1920-786	FLASHMAN BATTLEMECH	$14.00
RAL1920-787	CHAMPION BATTLEMECH	$14.00
RAL1920-788	SENTINEL BATTLEMECH	$11.00
RAL1920-814	LANCELOT BATTLEMECH	$14.00
RAL1920-827	ONTOS TANK (2)	$15.50
RAL1920-870	WHITWORTH BATTLEMECH	$11.00
RAL1920-872	QUICKDRAW	$14.25
RAL1920-879	CLINT BATTLEMECH	$11.00
RAL1920-880	BLACKJACK BATTLEMECH	$12.25
RAL1920-892	SHOGUN BATTLEMECH	$16.50
RAL1920-898	IMP BATTLEMECH	$16.50
RAL20600	VULTURE OMNIMECH (1)	$12.50
RAL20601	LOKI OMNIMECH (1)	$12.50
RAL20602	THOR OMNIMECH (1)	$12.50
RAL20603	MADCAT OMNIMECH (1)	$12.50
RAL20604	MAN O'WAR OMNIMECH (1)	$15.00
RAL20605	MASAKARI OMNIMECH (1)	$15.00
RAL20606	GLADIATOR OMNIMECH (1)	$15.00
RAL20607	DAISHI OMNIMECH (1)	$14.50
RAL20608	DRAGONFLY MDM OMNIMECH	$11.50
RAL20609	FENRIS MDM OMNIMECH	$11.50
RAL20610	BLACKHAWK MDM OMNIMECH	$11.50
RAL20611	RYOKEN MDM OMNIMECH	$11.50
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RAL20630	POUNCER OMNIMECH	$11.00
RAL20631	MARKSMAN SELF PROPELLED ARTILL	$12.50
RAL20632	GRIM REAPER GRM-R-PR29	$10.50
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RAL20900	CICADA	$11.00
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RAL20906	RAIJIN	$11.00

AeroTech Fighters

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RAL20726	YELLOW JACKET GUN BOAT	$8.00

BattleTech Boxed Lances

All come with hex bases.

RAL10840P	**CLAN LIGHT OMNI MECHS BOXED** Dasher,Uller,Puma,Koshi	**$32.00**
RAL10841P	**CLAN MEDIUM OMNI MECHS BOXED** Fenris,Dragonfly,Ryoken,Blackhawk	**$40.00**
RAL10842P	**CLAN HEAVY OMNI MECHS BOXED** Loki,Vulture,Madcat,Thor	**$50.00**
RAL10843P	**ASSAULT OMNI MECHS BOXED SET** Daishi,Masakari,Gladiator,Man O'War	**$50.00**

Dark Horizon: Escape

DARK HORIZON: ESCAPE A near future tactical combat simulation for two players or teams. One player controls the agents of the People for a UNified Tomorrow attempting to destroy the Armageddon Device and escape the Talobar Technologies alive. The other team controls the Talobar CorpGuard security forces, using whatever means necessary to stop them. With 45 pieces of puzzleboard floor allowing an infinite number of layouts, 10 metal Mark Copplestone Future Warriors 28mm figures, 12 doors, 24 cards, 5 scenarios, 120 counters. **$80.00**

NOTICE OF TERMINATION Both an introduction to the above game plus an expansion. Has an 8 page basic rulebook with 6 scenarios, 12 page advanced rulebook with 6 scenarios, 116 counters of gear such as gas-masks, 9 color stand-up counters of figures, 12 new combat cards, 18 room and hallway pieces, 3 stand-up doors. **$40.00**

Demon Blade Games

Demon Blade Games is a new company who are releasing a range of sci-fi figures for their own sci-fi miniatures rules called *Shockforce* later this year. In the meantime, here are their figures. Their Orgs look like sci-fi orcs with a really bad attitude. The Shock Force troops are humans.

SHOCK FORCE 2nd Ed Boxed Set - Battles in the Remnants of America Players battle in the remnants of America in the year 2142 AD. A sociopolitical & nuclear meltdown has caused America to become a battlefield populated by hordes of mutant gangs that roam the wastelands and derelict cities, and the MegaCom armies, such as the Shock Force, consisting of normal men and women who are trained to fight from birth. These are skirmish rules including unit activation, command radius, advantages and disadvantages, and full army lists, including the Vengequan, descendants of the original tribes of America: the Scarlet Brethren, of Southern origin: the Orgs, mutants who look like orcs: undead Cyborgs, GothRats, etc. With ? miniatures. *Due March.* **$90.00**

Dirtside II

DIRTSIDE II By the same people who did *Full Thrust.* This is a comprehensive set of generic rules for simulating science fiction battles in virtually any background or future history. The system covers combined-arms actions from a few platoons up to full battalion combat group level. Rules are inlcuded for infantry, AFVs of all types, artillery, aerospace support and landings, combat walkers, and much more. Designed for use with 1:285/1:300 scale miniatures. Includes a flexible integrated game sequence, an innovative chartless combat system for fast play, complete vehicle design and points value systems, lots of photos, artwork, and 2 sheets of color counters. By GZG. **$35.00**

STARGRUNT II These rules are a comprehensive set of generic rules for simulation science fiction infantry combat in virtually any background, but also includes background info and unit types and organisation set in the same universe as Dirtside and Full Thrust. Scale is individual infantry and vehicles, and you can play actions with a few squads up to company level. Rules cover infantry, power armored troops, AFVs, artillery, flexible integrated game sequence, fast play system with minimal record keeping. Also has 2 counter sheets, and tons of illustrations. **$40.00**

Stargrunt Miniatures

Figures are around 28mm tall

New Anglian Royal Marines (10)	$22.00
New Anglian Female Troopers (10)	$22.00
New Anglian Power Armored Troopers (10)	$22.00
New Swabian League Troopers (10)	$22.00
New Swabian League Female Troopers (10)	$22.00
New Swabian League Power Armored Troopers (10)	$22.00
Eurasian Union Naval Infantry (10)	$22.00
Eurasian Union Naval Power Armor Infantry (10)	$22.00
Federal Stats Europa Colonial Legionaries (10)	$22.00
Federal Stats Europa Power Armored Troopers (10)	$22.00
Islamic Federation Troopers (10)	$22.00
Pan African Union Troopers (10)	$22.00
Mercenary Troopers (10)	$22.00
UNSC Marine Troopers (10)	$22.00
P'Taah Biotech Aliens (10)	$22.00
Kra'vak Troopers (10)	$22.00
Oceanic Union Defence Force (Australian) Troopers (10)	$22.00
Oceanic Union Defence Force Jetbike and Rider (1)	$7.50
Oceanic Union Defence Force SAM Launcher & 3 Crew	$8.25
FSE Colonial Legionnaire on Futuristic Motor Bike	$5.50
NAC Marine on Futuristic Motor Bike	$5.50
Combat Babe on Futuristic Motor Bike	$5.50

Stargrunt Resin Vehicles

Large resin vehicles, suitable for all 25mm or exaggerated 25mm sci-fi.

SF25-11	Police Patrol Aircar	$15.00
SF25-14A	Gladiator Mk II Light Hover Tank	$15.00
SF25-15	Surveyor Tracked All Terrain Vehicle	$35.00
SF25-26A	Goliath Mark II Heavy Hover Tank	$30.00
SF25-27	Light Hover Jeep	$10.00
SF25-28	Wombat Medium Hover APC	$20.00
SF25-30	Rommel Medium Hovertank	$20.00
SF25-35	AV-6 Assault VTOL (troop transport)	$30.00
SF25-41	Lawcruiser 8 wheel Urban Security Vehilcle	$25.00
SF25-57	M38D LIPPC Light APC	$15.00
SF25-58	M62 Slammer Heavy Hover Tank	$35.00
SF25-62	Poruzh Superheavy Grav Tank	$25.00
SF25-63	Virnazh G-CAV Grav Assault APC	$20.00
SF25-64	Gunspider - 6 legged weapons platform	$20.00
SF25-65	Gunspider - as above with twin rotary cannon	$20.00
SF25-66	Gunspider - as above but anti-tank variant	$20.00
SF25-67	M44 Coonhound Light Assault Vehicle	$15.00
SF25-69C	Wheeled Flatbed Truck with Military Armored Cab	$20.00
SF25-69E	Wheeled Truck with Military Cab and Command Post Body	$25.00
SF25-73	AV-5 Security/Casualty Evac VTOL	$25.00
SF25-75	AV9A2 Gunship VTOL	$20.00
SF25-85	Paladin 6 wheeled Hi-Mobility Battletank with Laser Turret	$35.00
SF25-86	Phalanx 6 wheeled heavy APC with twin laser turrets	$50.00
SF25-88	Hoplite High Mobility Wheeled Vehicle with Rotary Cannon	$40.00
SF25-89	Hunter Wheeled Tank Killer with Missile & Cannon	$40.00
SF25-90	Defender Anti-Air Vehicle (based on Hunter)	$40.00
SF25-91	Striker Multiple Rocket Artillery vehicle	$40.00
SF25-93	Gauntlet II GEV Hover APC	$25.00
SF25-98	MARS Multiple Artillery Rocket System on Truck	$25.00

Doctor Who

Superb exaggerated 25mm miniatures, by Harlequin, from the Dr Who TV Series

Dr Who Boxed Sets

HARDW1001 Dalek Patrol (7) Including Hvy Wpns $57.50
HARDW1002 Dr Who & the Dinosaurs $160.00
Contains 3rd Dr, Sarah Jane, 2 Unit Troopers, Pterodactyl, giant T-Rex.
HARDW1003 UNIT Patrol (7) $48.00
HARDW1004 The T.A.R.D.I.S. with 1st Dr & Susan & Console $80.00

The First Doctor

HARDW101	The First Doctor	$8.00
HARDW102	Zarbi	$9.50
HARDW103	Menoptera	$8.00
HARDW104	Venom Grub	$8.00
HARDW105	Chumble	$8.00
HARDW106	Ian Chesterton	$8.00
HARDW107	Barbara	$8.00
HARDW108	Susan	$8.00
HARDW109	The Toymaker	$8.00
HARDW110	Steven Taylor	$8.00
HARDW111	Dodo Chaplet	$8.00
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HARDW113	Captured Menoptera	$8.00
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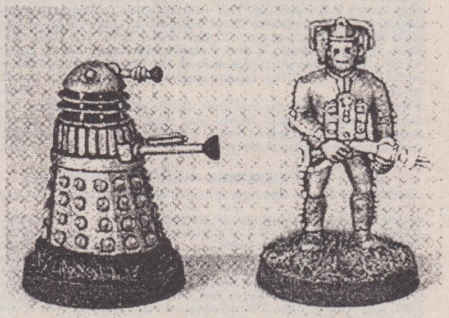
HARDW126	Frankenstein's Monster	$13.00
HARDW127	Dalek Roboman	$8.00
HARDW128	Slyther	$8.00
HARDW131	Sand Beast	$13.00
HARDW132	Koquillion	$9.50
HARDW133	Optera	$8.00
HARDW151	Ben	$8.00
HARDW152	Polly	$8.00
HARDW153	Vicki	$8.00

The Second Doctor

HARDW201	The Second Doctor	$8.00
HARDW202	Zoe	$8.00
HARDW203	Jamie	$8.00
HARDW204	Yeti	$9.50
HARDW205	Ice Warrior	$8.00
HARDW206	Invasion Cyberman	$8.00
HARDW207	Tomb Cyberman	$8.00
HARDW208	Cyberman Firing Gun	$8.00
HARDW209	Yeti Attacking	$9.50
HARDW210	Dominator	$8.00
HARDW211	Quark	$8.00
HARDW212	Kroton	$8.00
HARDW218	Servo Robot	$9.50
HARDW223	Ice Warrior Attacking	$8.00


HARDW303 Dalek and HARDW206 Invasion Cyberman

The Third Doctor

HARDW301	The Third Doctor	$8.00
HARDW302	Sea Devil	$8.00
HARDW303	Dalek	$9.50
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HARDW307	Jo Grant	$8.00
HARDW308	Silurian	$8.00
HARDW309	Axon Humanoid	$8.00
HARDW310	Axon	$8.00
HARDW312	Auton Dummy	$8.00
HARDW313	Auton Dummy Firing	$8.00
HARDW314	Bok	$8.00
HARDW316	Sea Devil Attacking	$8.00
HARDW317	Draconian	$8.00
HARDW318	Terror Auton	$8.00
HARDW319	Liz Shaw	$8.00
HARDW322	Captain Mike Yates	$8.00
HARDW323	Sergeant Brenton	$8.00
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HARDW328	Alpha Centauri	$9.50
HARDW329	Aggedor	$9.50
HARDW336	Omega Guard	$8.00
HARDW345	Exxilon	$8:00

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HARDW401	The Fourth Doctor	$8.00
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HARDW403	UNIT Trooper	$8.00
HARDW404	UNIT Trooper Throwing Grenade	$8.00
HARDW405	Zygon	$8.00
HARDW406	Davros	$9.50
HARDW407	K-9	$8.00
HARDW408	Marcus Scarman	$8.00
HARDW409	Namin	$8.00
HARDW410	Robot Mummy	$9.50
HARDW411	Robot	$8.00
HARDW412	Sutekh on Throne	$14.50
HARDW413	Weng-Chiang	$8.00
HARDW414	Master Sin	$8.00
HARDW415	Victorian Policeman	$8.00
HARDW416	Leela	$8.00
HARDW417	Robot of Death	$8.00
HARDW418	Li H'Sen Chang	$8.00
HARDW419	Suicide Dalek	$9.50
HARDW420	Professor Kettlewell	$8.00

HARDW422	Harry Sullivan	$8.00
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HARDW427	Mandrel	$8.00
HARDW428	Nimon	$8.00
HARDW431	Decaying Master	$8.00
HARDW432	Mandrel Attacking	$8.00
HARDW474	Robot Mummy Attacking	$9.50
HARDW475	Sontaran Warrior	$8.00

The Fifth Doctor

HARDW501	The Fifth Doctor	$8.00
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HARDW503	Tegan	$8.00
HARDW504	Nyssa	$8.00
HARDW506	Android	$8.00
HARDW507	Terileptil	$8.00
HARDW508	Turlough	$8.00
HARDW509	Myrka	$26.00
HARDW510	Sea Devil	$8.00
HARDW511	Icthar	$8.00
HARDW512	Raston Warrior Robot	$8.00
HARDW513	Sauvix	$8.00
HARDW532	Earthshock Cyberman	$8.00

The Sixth Doctor

HARDW601	The Sixth Doctor	$8.00
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HARDW603	Drathro	$8.00
HARDW604	Noma	$8.00
HARDW605	Mestor	$8.00
HARDW606	Mel	$8.00
HARDW607	Vervoid	$8.00
HARDW608	Romulas	$8.00

The Seventh Doctor

HARDW701	The Seventh Doctor	$8.00
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HARDW703	Ace	$8.00
HARDW704	Haemovore	$8.00
HARDW705	The Ancient One	$8.00
HARDW708	Haemovore	$8.00
HARDW720	Seventh Doctor with Dalek Jammer	$8.00

Doom Miniatures

Superb 25mm miniatures from my favorite computer game - Doom I and II

REA66601	Doom Marine - ie, the player character (3)	$12.50
REA66602	Zombie Marine with pistol (3)	$12.50
REA66603	Zombie Marine with shotgun (3)	$12.50
REA66604	Heavy Weapon Dude with chain-gun (2)	$11.00
REA66605	Imp (Demon) (3)	$12.50
REA66606	Pink Demon (1)	$7.50
REA66607	Cacodemon (Floating spheroid demon) (1)	$18.00
REA66608	Pain Elemental (1)	$18.00
REA66609	Lost Soul (Floating skull) (1)	$11.00
REA66610	Mancubus (1)	$18.00
REA66611	Baron of Hell (1)	$18.00
REA66612	Revenent (1)	$9.00
REA66613	Arachnotron (Brain-spider with chain-guns) (1)	$36.00
REA66614	Archville (1)	$14.50
REA66615	Cyberdemon (1) *See below*	$36.00

Epic Warhammer 40,000

GAM **EPIC Warhammer 40,000**

Space Marine has been replaced by this new release. In a galaxy torn apart by endless war, huge armies of tanks and mighty war engines clash, unleashing untold destruction across the ravage battlefields of the 41st Millennium. You are the commander of a vast army, out-fighting and out-manoeuvring your opponent. This complete game includes two massive armies of Citadel miniatures, Space Marines and Orks, 48 ruined plastic walls and 18 rubble sections, 112 page Battles Book, 112 pages Armies Book, 48 page Rulebook, 22 dice, 2 plastic range rules, 51 game counters, 12 fate cards, playsheets, 20 blast markers, Ork Gargant Card. Includes new model Landraiders, and new infantry stands which are rectangular instead of square. **$105.00**

Firepower Contains the best Epic 40,000 articles from White Dwarf magazine and the Citadel Journal plus some hot new rules, including detachment rules for Daemon hordes, fielding armies of Cult Mechanicus, new missions and tactics for flyers, etc. **$14.50**

Epic Warhammer 40,000 Miniatures

Epic figures by Citadel. Most are re-releases of the excellent Space Marine range.

CIT988167	SPACE MARINE BATTLE FORCE	$135.00
CIT987207	EPIC SPACE ORK ARMY DEAL	$135.00
CIT979592	ELDAR BATTLE HOST	$135.00

Avatar, Howling Banshee Squad, Warp Spider Squad, Striking Scorpion Squad, Swooping Hawk Squad, Dark Reaper Squad, Scout Squad, Harlequin Squad, 2 Jetbike Squadrons, 7 Guardian Squads, 1 Wraithguard unit, 2 Exarchs, 2 Warlocks, 1 Farseer, Farseer Falcon Tank, Farseer Vyper Jetbike, Scorpion Tank, Cobra tank, 6 Falcon tanks, 2 Wave Serpents, 2 Night Spinners, 3 Fire Prisms, 4 Vyper Jetbikes, and booklet.

CIT976294	CHAOS BLOOD REAVERS	$63.00

2 Chaos Land Raiders, 3 Chaos Predators, 6 Chaos Rhinos, 4 Beastmen units, 2 Khorne Berserker units, 2 Noise Marine units, 4 Chaos Cultist units, 1 Chaos Lord unit, 1 Tzeentch Sorcerer unit, 2 Chaos Terminator units, 2 Flesh Hounds units, 2 Flamer units, 2 Bloodletter units, 2 Plaguebearer units, 2 Daemonettes units, 4 Chaos Space Marine units!

CIT993307	SPACE MARINE TANKS	$16.00
CIT993246	WARLORD TITAN	$40.00
CIT911495	MARINE THUNDERHAWK GUN SHIPS	$19.00
CIT911853	ORK BIG GUNS	$14.50
CIT979806	ELDAR NIGHTWING	$14.50
CIT979813	ELDAR PHOENIX BOMBERS	$14.50
CIT979820	ELDAR VAMPIRE RAIDER	$20.00
CIT979837	ELDAR FIRE PRISMS	$14.50
CIT979844	ELDAR NIGHT SPINNERS	$14.50
CIT979851	ELDAR SCORPION	$18.00
CIT979868	ELDAR COBRA	$18.00
CIT979875	ELDAR SUPPORT WEAPONS	$11.50
CIT979882	ELDAR VYPER JETBIKES	$11.50
CIT979899	ELDAR DREADNOUGHTS	$14.50
CIT979905	ELDAR WARWALKER	$11.50
CIT979912	ELDAR SUPREME COMMANDERS	$14.50
CIT979998	ELDAR PHANTOM TITAN	$40.00
CIT979929	ELDAR REVENANT TITAN	$16.00
CIT985845	THUNDERBOLT FIGHTERS	$14.50
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CIT985890	IMPERIAL MANTICORES	$14.50
CIT985906	IMPERIAL GRIFFONS	$14.50
CIT985913	HYDRA FLAK TANKS	$14.50
CIT985920	IMPERIAL CHIMERAS	$14.50
CIT985937	LEMAN RUSS DEMOLISHERS	$14.50
CIT985944	IMPERIAL SHADOWSWORD TANK	$18.00
CIT986965	ASSAULT SPAWN: TYRANID HARUSPEX	$14.50
CIT986972	ASSAULT SPAWN: TYRANID MALEFACTORS	$14.50
CIT986989	ASSAULT SPAWN: TRYGON	$14.50
CIT986996	TYRANID DACTYLIS	$14.50
CIT987009	TYRANID EXOCRINES	$14.50
CIT987016	TYRANID CARNIFEXES	$14.50
CIT987023	TYRANID ZOANTHROPES	$11.50
CIT987047	TYRANID HARRIDAN	$16.00
CIT987467	TYRANID HEIRODULE BIO-TITAN	$30.00
CIT987597	TYRANID HEIROPHANT BIO-TITAN	$36.00
CIT991457	TYRANID DOMINATRIX	$18.00
CIT967032	TYRANID BIOVORES	$14.50
CIT991945	TYRANID HIVE TYRANT	$14.50
CIT991464	BANEBLADES TANKS	$17.00
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CIT991488	SPACE MARINE LANDRAIDER	$14.50
CIT991822	SPACE MARINE PREDATOR	$14.50
CIT991839	SPACE MARINE DREADNOUGHTS	$11.50
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CIT991952	SPACE MARINE BASILISK	$14.50
CIT991969	HELL HOUND TANKS	$14.50
CIT991976	LEMAN RUSS TANKS	$14.50
CIT991983	ELDAR FALCON GRAV TANKS	$14.50
CIT991990	ORK WAR BUGGIES	$14.50
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CIT992010	SPACE MARINE LANDSPEEDER	$11.50
CIT992027	VINDICATORS	$14.50
CIT993314	SPACE MARINE BATTLEGROUP	$16.00
CIT993277	IMPERIAL GUARD DETACHMENT	$16.00
CIT993321	ELDAR WARHOST	$16.00
CIT993253	GREAT GARGANT	$40.00
CIT993284	ORK MOB	$16.00
CITOT	ORK TANKS	$16.00
CIT993260	TYRANID SWARM	$16.00
CIT990436	ORK GARGANT	$40.00

1/300th Scale Crater Pack (20 craters, various sizes) $6.00

Cast in a light brown or grey, just needs dry brushing with acrylics. made of rubber urathane.

Fading Suns

HDI **NOBLE ARMADA**

A starship miniatures game of broadsides and boarding actions in the *Fading Suns* universe. Royal houses vie against rival fleets and pirates for supremacy of the Known Worlds. Command frigates, destroyers or dreadnoughts to carve a fiefdom from the stars! Let loose all guns against your enemies and loot their crippled ships. Suitable for beginner or advanced players. Includes 32 plastic starship miniatures, rulebook, game play counters for boarding parties, missiles etc, battle maps, interior deck plans, and ship display sheets. **$100.00**

Capital Ships Six large, highly detailed, metal ships. *Due March.* **$50.00**

Full Thrust

GZG **FULL THRUST 2nd Ed**

A beautiful production of tactical starship combat rules, on glossy paper filled with B&W photos of model spaceships and diagrams. The basic rules on their own will give a very simple, fast game with absolutely no complications, even when using big fleets. Once you are familiar with the basics, various parts or all of the Advanced rules can be added. No ships can fire into their aft quadrant (except against fighters) due to the distortion field caused by the ship's engines. This has a profound effect on tactics and manoeuvring. There is great satisfaction to be had by getting up behind a Dreadnought with your cruiser and letting it have all batteries straight up the Drive Tubes, and the *#@# can't shoot back! This ruling makes players think much harder about the relative position of their ships, requiring the use of escorts to cover these blind spots of the bigger ships. At the beginning of each turn players write down their movement for that turn, and both players then carry out the plotted movement - so you really need to try to outguess your opponent. Also includes complete ship construction and costings rules, background detail & expanded ship stats. **$25.00**

MORE THRUST The first supplement for *Full Thrust*. A compendium of additional rules, scenarios and other material. Includes new fleet details, including the alien Kra'vak race, expanded ship statistics and new classes, additional weapons and other systems, scenario outlines and extended time line, etc. One of the new optional rules is the ability to cloak your ships. The amusing thing is that your ship is also blind when cloaked, so you must plot its moves without the miniature on the table - if you muck up your guessed movement orders, it could end up in the next room! **$25.00**

Full Thrust Fleet Book Volume 1: Warships of the Major Powers This volume covers major warship classes of the four main powers of the Third Solar War period, NAC, ESU, NSL and FSE. Has complete game stats for those Full Thrust miniatures - over 60 pregenerated designs including generic freighters and support ships. Also has new and updated rules, new weapons, revised ship design, and simplified vector movement system. **$30.00**

Full Thrust Space Ship Miniatures

Lead models by CMD, cast here in Melbourne by Eureka.

FT101	NAC Firestorm class Fighters (12)	$4.00
FT101A	NAC Firestorm II class Fighters (12)	$4.00
FT102	NAC Harrison class Scoutship (4)	$4.00
FT102A	NAC Harrison II class Scoutship (4)	$4.00
FT103	NAC Arapaho class Corvette/Lancer (3)	$6.00
FT104	NAC Miyazaki class Frigate (2)	$7.00
FT105	NAC Ticonderoga class Destroyer (2)	$8.00
FT106	NAC Hoshino class Light Cruiser (1)	$6.00
FT107	NAC Furious class Escort Carrier (1)	$8.00
FT108	NAC Vandenburg class Heavy Cruiser (1)	$10.00
FT109	NAC Majestic class Battlecruiser (1)	$12.00
FT110	NAC Victoria class Battleship (1)	$14.00
FT111	NAC Avalon class Battledreadnought (1)	$16.00
FT112	NAC Valley Forge class Superdreadnought (1)	$20.00
FT113	NAC Inflexible class Light Fleet Carrier (1)	$18.00
FT114	NAC Ark Royal class Fleet Super Carrier (1)	$20.00
FT121	NAC Phantom class Heavy Fighters (12)	$6.00
FT201	ESU Kilo class Fighters (12)	$4.00
FT201A	ESU Kilo II class Fighters (12)	$4.00
FT202	ESU Lenov class Scoutship (4)	$4.00
FT202A	ESU Lenov II class Scoutship (4)	$4.00
FT203	ESU Nanuchka class Corvette/Lancer (3)	$6.00
FT204	ESU Novgorod class Frigate (2)	$7.00
FT205	ESU Warsaw class Destroyer (2)	$8.00
FT205B	ESU Warsaw/M class Destroyer (2)	$8.00
FT206	ESU Tibet class Light Cruiser (1)	$6.00
FT207	ESU Beijing class Escort Carrier (1)	$8.00
FT208	ESU Gorshkov class Heavy Cruiser (1)	$10.00
FT209	ESU Manchuria class Battlecruiser (1)	$12.00
FT210	ESU Petrograd class Battleship (1)	$14.00
FT211	ESU Rostov class Battledreadnought (1)	$16.00
FT212	ESU Komarov class Superdreadnought (1)	$20.00
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FT214	ESU Tsiolkovsky Light Carrier (1)	$20.00
FT221	ESU Kisha class Heavy Fighters (12)	$6.00
FT302	Clarke class Survey Cruiser (1)	$16.00
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FT401	Kra,vak Ra'san class Fighters (12)	$4.00
FT402	Kra'vak Lu'dak class Scoutship (4)	$4.00
FT403	Kra'vak Ka'tak class Corvette/Lancer (3)	$6.00
FT404	Kra'vak Da'tak class Frigate (2)	$7.00
FT405	Kra'vak Di'tok class Destroyer (2)	$8.00
FT406	Kra'vak Vo'bok class Light Cruiser (1)	$7.00
FT407	Kra'vak Si'tek class Escort Carrier (1)	$8.00
FT408	Kra'vak Va'dok class Heavy Cruiser (1)	$10.00
FT409	Kra'vak Ti'dak class Battlecruiser (1)	$12.00
FT410	Kra'vak Ko'vol class Battleship (1)	$14.00
FT411	Kra'vak Lo'vok class Battledreadnought (1)	$16.00
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WARZONE RESIN SETS

HEA4111	DARK LEGION CITADEL INTERNAL WALLS	$21.00
HEA4112	DARK LEGION CITADEL MYSTIC PORTAL	$21.00

HEA5109	WARZONE INK SET 2 (6)	$19.00

Necromunda

GAM **NECROMUNDA**

A whole new game system for the Warhammer 40,000 universe, this being a set of skirmish rules. It is set on the planet Necromunda, an inhospitable world of toxic pollutant wastes and burning clouds of acid. Its people live in huge sealed cities called hives - layer upon layer of ancient buildings, from the decayed and crumbling Underhive, through the manufacturing areas of the Hive City up to the Glittering spires inhabited by the wealthy nobility. In the nightmare Undercity players control gangs of fighters prepared to battle it out amongst a 3-D landscape of ruined buildings, gantries, and walkways. You'll soon learn how to arm and equip your gang efficiently, and how to exploit the ruins and other terrain to your best advantage. You can also expand your gangs beyond the models provided in the game. This big boxed set includes 24 miniatures (12 Orlocks and 12 Goliaths), 80 page rulebook, 88 page sourcebook, 8 paint modelling and painting guide, 2 plastic rangerulers, 30 plastic bulkheads, heaps of cardboard buildings and walkways, counters and templates, dice, 8 page easy-start booklet. **$99.00**

OUTLANDERS Adds outlaws to the game of Necromunda. Features Wyrds, weird witches with terrifying psychic powers, lethal Spyrers, new weapons, outlaw scenarios, the Arbitrator campaign, new card buildings which included a shielded walkway, 12 plastic bulkheads, 5 card barricades, an elevator and a watch tower. **$54.00**

NECROMUNDA Battles in the Underhive

A compilation of some of the most sought after Necromunda articles from the pages of White Dwarf and the Citadel Journal. Also contains new event cards and rules for using them, an article about playing the feared Adeptus Arbites, and Triple Cross: a brand new scenario by Andy Chambers. **$31.50**

NECROMUNDA MINIATURES

NECROMUNDA BOXED SETS

CIT0043	HOUSE CAWDOR	$36.00
CIT999637	HOUSE ESCHER GANG	$36.00
CIT0051	HOUSE VAN SAAR GANG	$36.00
CIT999613	HOUSE DELAQUE GANG	$36.00
CIT999606	REDEMPTIONIST GANG (8)	$36.00
CIT0054	RATSKIN RENEGADES (8)	$36.00
CIT999583	SCAVVY GANG (8)	$36.00
CIT978458	ORLOCKS (6 plastic figures with separate arms)	$16.00
CIT978410	GOLIATHS (6 plastic figures with separate arms)	$16.00

NECROMUNDA BLISTERS

CIT997176	HOUSE ORLOCK JUVES	$13.50
CIT997169	HOUSE ORLOCK HEAVY WEAPON	$11.00
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CIT729142	HOUSE GOLIATH GANGERS	$14.50
CIT729159	HOUSE GOLIATH LEADER	$9.00
CIT729180	HOUSE ESCHER JUVES	$14.50
CIT997046	HOUSE ESHER HEAVY WEAPON	$11.00
CIT997039	HOUSE ESCHER GANGERS	$12.50
CIT729210	HOUSE ESCHER LEADER	$9.00
CIT729241	HOUSE VAN SAAR JUVES	$14.50
CIT997008	HOUSE VAN SAAR HEAVY WEAPON	$11.00
CIT996995	HOUSE VAN SAAR GANGERS	$13.50
CIT729272	HOUSE VAN SAAR LEADER	$9.00

CIT729302	HOUSE DELAQUE JUVES	$14.50
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CIT729647	SCAVVIES (4)	$14.50
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Silent Death

IRO **Silent Death: The Next Millennium Deluxe Edition.** A stunning new boxed set packed with plastic miniatures, missiles, and all manners of goodies. Silent Death the Next Generation is an exciting, quick-playing and easy-to-learn game of star fighter combat set against the backdrop of a disintergrating high-tech empire in the far future. This boxed set includes 168page Deluxe Rulebook, 32 page starcraft display book, 16 page introductory scenario book, 48 plastic ships (4 each of 12 designs), nine dice, dozens of numbered plastic missles, torpedoes and asteroids, and two 24" x 36" hex maps. This revised and updated set includes all the rules from the original edition and it's supplements, allowing for a wide diversity of weapon types, crew quality, and tactical situations. Exciting brand new features include ship building rules that allow you to design ships from scratch, tournament rules, & 24 updated ship designs. **$80.00**

Silent Death The Next Millenium Rulebook The rulebook of the above boxed set, available separately. **$24.00**

Silent Death Rookie Rules This is a complete game, an introduction to Silent Death. Includes a subset of the rules and components, while still allowing for a wide diversity of weapon types, crew quality, and tactical situations. Includes starcraft display book, 6 rookie scenarios, 9 dice, plastic missiles, torpedoes, asteroids, two 24"x36" maps, 24 plastic ships, 2 each of 12 designs. **$35.00**

Renegades: The Espan Rebellion A supplement chronicling the Espan Civil War from the first days after its failed coup to the climatic battle high above the Espan capital of Esperanza. Includes 19 scenarios, a campaign system, 6 new starcraft **$16.00**

Silent Death Annex: Operation Dry Dock Since the fall of the Empire, many standard Imperial ship designs have undergone refits. This book has 23 previously unseen ship variants. **$22.50**

Silenth Death Forces: Universal Night Watch Through sharing resources, technologies, and intelligence, the Twelve created a brotherhood for the defense of Mankind. The Universal Night Watch was founded protect against the Night Brood, horrors from beyond Terran space. New weapons, technology, 12 scenarios. **$22.50**

Silent Death Hostile Takeover Pedro Martinez tried to free Espan from the stifling yoke of Kashmere, resulting in war. Has 4 new fighter wings, four new space fightes, 12 new scenarios. **$19.00**

Silent Death Races: Night Brood - First Contact Shows in great detail the initial confrontation with the Grubs, a bellicose alien race intent on the destruction of mankind. They swarm through deep space ravaging planet after planet. Rules for using Grub ships and weapons, scenarios, 188 color counters, etc. **$24.00**

Silent Death House: Sigurd Archdiocese The faithful of the Church of Odin believe that only they can stand against the Brood and their evil encroachment on human space. **$22.50**

Silent Death Kashmere Commonwealth Reveals the history of the greatest trading house in the galaxy. Special rules for construction of freighters and other cargo vessels, seven new Kashmere house ships & two new pirate vessels, scenarios, and campaign. **$22.50**

Silent Death Rules of Warfare A supplement for scheduling tournaments, running leagues, and organising SD events. Has multiple round event guidelines, updated optional rules checklist, display sheets for the Silent Death prize ships, cut-out color counters and maps. **$19.00**

Silent Death Fighter Tactics Manual Hones the skills of most veteran players and opens new possibilities to rookies. Basic fighter maneuvres and advanced tactical theories. Tactics presented reflect the basic Silent Death rules. 3 scenarios, new prices, optional rules, six new fighters. **$22.00**

SpaceJunk Nebulas, dust clouds, radiation zones, gravity wells can now appear on ship screens in the Silent Death universe. Rules for 30 different stellar objects, satellite and outpost design rules, starfighter combat within an atmosphere, etc. **$22.50**

Sunrunners Everything there is to know about the last survivors fo Barat-Tuul, who after their world was taken over and infested by the Grubs, formed their survivors into tough mercenaries. **$21.50**

Warhounds Escort vessels - corvettes, frigates and destroyers - are the true workhorses of all interstellar navies. This supplement adds the escort class of ships to the deadly universe of Silent Death. **$24.00**

ASP Technology Explores the most technologically advanced Terran house and its rise to power, its near obliteration by the Hatchlings, and leaps in technology to help it survive. **$23.95**

Yoka-Shan Warworlds The Warworlds have as many enemies as they do allies, so they invest heavily in research and development to try to keep an edge, so they have some cool stuff. Includes new technology, history, scenarios & new fighters, warhound. **$25.50**

Q'raj Void Protectorate Started as a band of colonies that had forged political and military alliances to resist piracy and the other Terran Empire houses. Now a very strong military force. With 15 scenarios, 4 new fighters, 1 new warhound, 3 refit fighters, 1 new gunboat. *March?* **$25.50**

IRO Explosive Decompression

A science fiction miniatures game of havoc and mass destruction. This is the first game besides *Silent Death* to use the Combat Express resolution system. The fast-paced, man-to-man boarding actions take place aboard Warhouse class starships from the Silent Death universe. Enemy units are not the most deadly perils: players must contend with reactor leaks, ruptured pipes, a confined environment, goop, mad robots, and explosive decompression. This boxed game includes plastic and metal figures including heavy assault troopers and commanders, robotic defense units, scenario and rule books, counters, color maps, dice, etc. *March?* **$119.95**

Silent Death Miniatures

IRO7410 WINGS OF DEATH (48 plastic miniatures same as in the game.)$50.00

Space Rangers

ICE **SPACE RANGERS** **$50.00**

This is not a game, but a boxed set with 50 finely detailed exaggerated scale 25mm Space Marines, which were released by Grenadier UK a couple of years ago, but now brought out again by ICE. These figures make perfect Chaos Space Marines, or even alternate-armor normal Space Marines. There are ten squad leaders, 40 troopers, and there is one sprue with 3 super heavy weapons for each squad of five. Figures stand 31mm tall and all have jump packs and Citadel style slotta bases

Star Blazers

VOY **STAR BLAZERS**

Tactical space combat rules based on the classic animated science fiction series staring Space Battleship Yamato. The rules include many simple cut-out ship counters, but a fine range of starship miniatures are available below. Now you can refight the Gamilon and White Comet Wars of 2199-2201 AD. Send for the Yamato with its massive Wave Motion Gun and try to crush the evil Gamilon ships and eventually their empire, before the White Comet Empire decides to destroy Earth. The game rules are simple enough to allow battles between fleets, and there are ship record sheets for all ship types at the back of the rules. **$34.00**

Star Blazers Miniatures

VOY1001	EDFS Space Battleship Yamato (1)	$16.00
VOY1002	EDFS SBB Andromeda (1)	$16.00
VOY1003	EDFS Standard Battleship (1)	$14.50
VOY1004	EDFS Battlecruiser (1)	$9.50
VOY1005	EDFS Frigate (6)	$8.00
VOY2001	GAM Tri-Deck Carrier (1)	$16.00
VOY2002	GAM Battle Carrier (1)	$16.00
VOY2003	GAM S-Type Battleship (1)	$16.00
VOY2004	GAN Desslok Command Ship 1 (1)	$12.95
VOY2005	GAM Destroyer (6)	$8.00
VOY2006	GAM Smite Ship (2)	$6.50
VOY3001	COM Magna Flame Ship Medaruus (1)	$18.95
VOY3002	COM Battleship (1)	$16.00
VOY3003	COM Twin Deck Carrier (1)	$16.00
VOY3004	COM Destroyer (3)	$9.50

Star Trek Miniatures

Fine detail figures about 30mm high

LAS25600	Federation Away Team, including Worf (7)	$35.00
LAS25601	Federation Bridge Crew (7) *Due Feb*	$35.00
LAS25602	Federation Ships of the Line (7) *Due Feb*	$35.00
LAS25603	Romulan Ships (7) *Due March*	$35.00
LAS25604	Romulan Bridge Crew (7) *Due March*	$35.00

Trinity: BattleGround

WHT **TRINITY: BATTLEGROUND**

A new boxed miniatures wargame from White Wolf, based on the Trinity RPG. It covers the war between the Aberrants and the psions of the Seventh Legion on the deep-space colony of Khantze Lu Ge – the war to save humanity has begun! Fire rains down from the heavens as 22nd Century ships filled with Legionaries drop to the surface of Khantze Le Ge. These troopers have come to make a last-ditch stand on the outer frontiers of colonised space. Aberrants, hideously deformed super-humans from Earth's past, have begun to enslave the planet's population, but now the Seventh Legion has come to save them. With 20 superbly detailed exaggerated 25mm resin miniatures, 2 foam hills, heaps of light-card buildings, felt dice bag with dice, measuring sticks, tons of counters, pads of character sheets, cards with game info, introductory and full scale rules, etc. **special price –**

Price was $130.00 **Now an amazing $65.00 !**

Trinity Battleground Miniatures

Exaggerated 25mm metal figures with datacards.

WHT9407	Legionaire Montrose and Aesculapian Jon Holt	$16.00
WHT9408	Orgotek's Dr Sagar & ISRA Sage (2)	$16.00
WHT9409	Norsca's Juanos Palmero & Ministry's Lu Chen (2)	$16.00
WHT9410	Aberrant Leader Lucifer (1)	$12.00
WHT9411	Trogs – Aberrant Support Troops (4)	$20.00
WHT9412	Aberrant Denshea and Slint (2)	$20.00
WHT9413	Legion Batya/Jam/McG	$20.00
WHT9414	Legion Somers/Wil/Cam	$16.00
WHT9415	Legion Avenger Support Squad	$24.00
WHT9416	Aberrant Gomorra	$16.50
WHT9417	Aberrant Nazul	$14.50
WHT9418	Aberrant Caulfein & Fkahn	$14.50
WHT9419	Krikquill Support Squad	$21.00
WHT9420	Legionaire & Aesculapian	$16.50
WHT9421	Sentry Guns	$12.50
WHT9422	Legion Dragon Support Squad (4)	$18.00
WHT9423	Aberrants Naushka & Drummach (2)	$18.00
WHT9424	Aberrant Thune Support	$14.50
WHT9425	Psion Character Pads (full color)	$10.00
WHT9426	Aberrant Character Pads (full color)	$10.00
WHT9427	Battleground Building Sets (several card buildings)	$20.00

Warhammer 40,000

GAM **WARHAMMER 40,000 3rd Edition**

The all new, completely revised 3rd Edition Warhammer 40,000 is out now! The easiest way to explain the revisions, is that Warhammer 40,000 is no longer a skirmish (squad) level game, with 2,000 point Space Marine armies having only around 20 figures and a couple of vehicles. The new rules play a lot quicker and smoother, allowing much bigger armies. This is done by streamlining the game system in many ways: movement rates have been generalised; overwatch has been scrapped; each race instead has its own unique wargear list instead of cards; powerful characters are toned down considerably; your psyker can perform one psychic power in your turn if he can roll under his leadership (so psykers don't dominate the game anymore either – about time); vehicles are easier to destroy; points costs should be about half what they were before; army lists are completely different now. Other rules have also been streamlined, such as shooting, taking wounds, penetrating armor, saving throws, hand-to-hand combat, and units breaking. There are modifiers to break tests such as –4 if outnumbered 4 to 1. Units break a lot faster than before. And no more sustained fire dice, heavy weapons may fire from 1 to 3 times, depending on the weapon. The game comes with a 288 page rulebook, which includes army lists for Space Marines, Dark Eldar, Tyranid Hive Fleets, Eldar Craftworlds, Chaos Space Marines, Imperial Guard, Orks, Sisters of Battle, and Heroes of the Imperium. These army lists are complete, but don't have any special characters. Over the next couple of years, Games Workshop will re-release up to 32 Codex Army List books, which will include the special characters. The game includes a new plastic landspeeder, 10 space marines with separate arms, weapons, heads; 20 Dark Eldar with with separate arms, weapons, heads; 2 buildings, several palm trees, thick transparent plastic weapon templates, 288 page rulesbook. **$119.95**

Warhammer 40,000 3rd Ed Limited Edition Rulebook: Games Workshop are also printing a one-off, limited edition 3rd Ed rulesbook, the same as in the game, but with a slipcase cover – 288 pages. **$63.00.**

Codex Space Marines You must have this codex to use Space Marines, who are humanity's ultimate warriors, dedicated to the defence of the Emperor and the Imperium of Man. Has the complete Space Marine army list, as well as a comprehensive list of all Space Marine wargear, weapons, and vehicles. Also a few special characters, 16 full color pages showing painting schemes of different Chapters, & a new scenario. **$18.00**

Codex Dark Eldar The cruel, twisted Dark Eldar are piratical raiders who strike without warning, killing or enslaving all who stand in their way. Has the complete Dark Eldar army list as well as a comprehensive list of all of their wargear, weapons, vehicles, special characters, 16 full color pages showing different painting schemes, and a new scenario. **$18.00**

Codex Blood Angels Full army lists for the Blood Angels, with special rules governing their bloodthirsty Black Rage and Red Thirst, the Death Company, unique wargear, their dreadnoughts and vehicles, special characters, painting guides, and a new scenario. **$11.00**

Inquisitor Magazines 15, 16, 17 **$7.50 each**

HOW TO MAKE WARGAMES TERRAIN Nothing looks better than a gaming table crammed with exciting scenery. This book shows you how to design and make terrain for wargames. Using simple techniques and readily available materials, you can produce all sorts of models from simple woods and hills to amazing fantasy castles and cratered battlegrounds of the far future. Highly recommended. For Warhamme Fantasy & 40K **$30.00**

1999 Games Workshop Calendar Great GW art. $18.00

Warhammer 40,000 Miniatures

40K 3rd Ed Terrain & Accessories

Gothic Ruins Building 'A' The same as come in the game. **$7.00**

Gothic Ruins Building 'B' The same as come in the game. **$7.00**

Jungle Trees The same as come in the game. **$7.00**

Weapon Templates The same transparent, plastic templates that come in the game. **$7.00**

40K Boxed Armies

CIT974047 SPACE MARINE BATTLE FORCE SET **$110.00** Contains 1 ten-man Space Marine Squad, a five man Terminator Squad, three Space Marine Bikes, a Land Speeder, & Gothic Ruins. All are plastic.

DARK ELDAR BATTLE FORCE SET **$110.00** All plastic components include 20 Dark Eldar Warriors, 5 Reaper Jetbikes, the magnificent Raider Skimmer vehicle, Jungle Trees.

BLOOD ANGELS SPACE MARINE ARMY **$280.00** 2000 point army - 50 piece set including dreadnought, terminators, characters & lots of marines.

SPACE ORK ARMY **$300.00** 1000 point army - Ghazghkull, Makari, Runtherd, Shokk Attack Gun, Goff Boyz Mob, Snakebite Boarboyz Mob, Stormboyz Korps, Blood Axe Kommandos, Gretchin Mob, Splatta Kannon, Dreadnought, Snotling Herd.

ELDAR ARMY **$310.00** 2000 point army - Eldrad Ulthran, Asurmen, Warlock, Dark Reaper Squad, Dire Avenger Squad, Howling Banshee Squad, Swooping Hawk Squad, Striking Scorpion Squad, Fire Dragon Squad, Guardian Squad, Warp Spider Squad, Scout Squad, Dreadnought, War Walker, Lascannon, and transfers.

CIT0510 ULTRAMARINES ARMY **$285.00**

CIT0512 TYRANID ARMY DEAL **$370.00**

CIT0513 SPACE WOLVES ARMY **$290.00** 2000 point army - Ragnar Blackmane, Ulrik the Slayer, Njal Stormcaller, Wolfguard Champion, Bjorn the Fell-Handed Dreadnought, Blood Claws Pack (10), Grey Hunter Pack (10), Long Fangs Pack (5), Space Wolf Scouts (5), Space Wolves Force List, Space Wolf Transfers, Space Wolves Banners.

CIT987399 RAVENWING ATTACK FORCE boxed army $189.00

CIT975457 IMPERIAL FISTS SUPREMACY FORCE $189.00 Squad of 5 Terminators, Tactical Squad of 10 Space Marines, 5 Space Marines on Bikes, Librarian, Chaplain and Captain.

NECRON RAIDERS

CIT978717	RECRON RAIDERS BOXED SET (7)	$36.00
CIT985647	NECRON SUPPORT WEAPON	$13.50
CIT985654	NECRON HERO/LEADER (1)	$11.00
CIT985678	NECRON RAIDERS (2)	$13.50
CIT985661	NECRON SCARABS (4)	$13.50

SPACE MARINE VEHICLES

CIT972753	SPACE MARINE LANDSPEEDER New Plastic Kit	$36.00
CIT991273	RAZORBACK (1)	$49.50
CIT999699	SPACE MARINE LAND SPEEDER (1)	$63.00
CIT999266	WHIRLWIND (1)	$50.00
CIT0450	DEMOLISHER (1)	$57.00
CIT0452	IMPERIAL GRIFFON PLASTIC KIT (1)	$47.50
CIT0453	HELLHOUND TANK (1)	$63.00
CIT0799	IMPERIAL CHIMERA PLASTIC KIT (1)	$49.00
CIT999934	SPACE MARINE DREADNOUGHT (1)	$63.50
CIT991259	PREDATOR NEW PLASTIC KIT (1)	$49.00
CIT991235	SPACE MARINE ANNIHILATOR (1)	$49.00
CIT0732	SPACE MARINE BIKE (1)	$16.00
CIT0743	RHINO PLASTIC KIT (1)	$36.00
CIT0753	BASILISK (1)	$48.00
CIT0785	LEMAN RUSS PLASTIC TANK (1)	$49.50
CIT991242	SPACE MARINE BIKE SQUADRON (3)	$54.00
CIT980864	SPACE MARINE ATTACK BIKE (1)	$36.00
CITLAND	NEW SPACE MARINE PLASTIC LANDSPEEDER	$36.00

SPACE MARINE BOXED SETS

CIT973590	SPACE MARINE TACTICAL SQUAD (10)	$31.50
CIT972739	SPACE MARINE DEVASTATORS (5) Include The all new plastic bodied, metal weapon, Space Marine Devastators. Heavy Bolter, Plasma Gun, Missile Launcher, Lascannon and Sergeant.	$40.00
CIT972746	SPACE MARINE COMBAT SQUAD (5 plastic figures)	$16.00
CIT999934	SPACE MARINE DEVASTATORS (5)	$49.50
CIT0170	IMPERIAL FIREBASE (BUILDING)	$36.00
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TYRANIDS

CIT726691	TERMAGEANTS WITH FLESHBORER (3)	$14.50
CIT726707	TERMAGEANTS WITH SPIKE RIFLE (3)	$14.50
CIT997282	GARGOYLES (1)	$11.00
CIT726721	TERMAGEANT WITH WEB STRANGLER (3)	$14.50
CIT726738	BIOVORE (1)	$18.00
CIT997251	HORMAGAUNTS (2)	$13.50
CIT726752	TYRANID WITH SPINEFIST (1)	$18.00
CIT726769	TYRANID WITH DEVOURER (1)	$18.00
CIT726776	TYRANID WITH LASH WHIP (1)	$18.00
CIT997213	TYRANID WITH VENOM CANNON (1)	$22.50
CIT726790	TYRANID WITH BARBED STRANGLER (1)	$18.00
CIT993260	TYRANID RIPPER SWARM	$16.00
CIT997183	TYRANID ZOANTHROPE (1)	$22.50

Paint & Accessories

DICE

KOP **Mini Pearlised Dice Set (7)** Very cute mini pearlised dice, about half the size of our normal dice. Each Tube contains D4, D6, D8, D10, D12, D20 and D00s. The colors are Charcoal, Emerald, Grey, Navy, Purple or Red. *(If you buy one of each color, $30.00)* $6.00

- ❖ **Poly Dice** Plain, one color opaque dice: D4, D6, D8, D10, D12 & D20 sided configurations - in several colors. (black, red, blue, yellow, green, orange). You may state a preference, but we will supply at random if color not available. $0.70
- ❖ **Gem Dice** Transparent, one color dice: D4, D6, D8, D10, D12, D20 - in several colors. You may state a preference, but we will supply at random if color not available. $1.00
- ❖ **Sparkle Dice** Clear gem dice with some coloured sprinkles inside. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. $1.25
- ❖ **Pearl Dice** Opaque dice with a marbelized finish. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. $1.25

KOP **Glow In The Dark 7 Dice Set** For those who love night missions and want to add a little atmosphere by playing in the real dark. A glow in the dark D4, D6, D8, D10, D12, & D20. $12.95

- ❖ **Star Dice 25mm 6 sided** Big 25mm 6 sided dice with stars instead of dots or numbers. Colors are red, black, and white dice. $3.00
- ❖ **30 Sided Opaque Dice** 30 sided opaque dice, in assorted colors. $5.00
- ❖ **100 Sided Dice** The perfect percentile dice, this dice has 100 faces - though you'll have to wait half an hour for it to stop rolling. $13.00
- ❖ **Dragon 6 Sided Dice** 6 sided dice with a dragon instead of a '1'. $2.00
- ❖ **Skull 6 Sided Dice** 6 sided dice with a skull instead of a '1'. $2.00
- ❖ **Skunk 6 Sided Dice** 6 sided dice with a loveable skunk. $2.00
- ❖ **Unicorn 6 Sided Dice** 6 sided dice with a unicorn instead of a '1'. $2.00
- ❖ **Opaque Round Dice 6 Sided** What? How can you have a round dice? Well, each dice is perfectly round, and has spots from 1 to 6. And inside the dice is a small metal ball that falls into slots beneath the numbers. So although the dice rolls for a while, it always comes up with one number. Cute! In several colors. $2.75
- ❖ **Neon Round Dice 6 Sided** Another round dice the same as above, except this one also glows in the dark. $2.75

Elemental Dice These are stunning speckled dice that represent each of the four elements. The four types are *Air Elementals, Sea Elementals, Fire Elementals, Earth Elementals.* Each set contains 7 dice, a D4, D6, D8, D10, D12, D20 and DTens10s (10 sides showing 10, 20, 30 etc.) $11.00 each

Middle Earth Burning Eye Dice Red or Smoke. $2.00 each

Speckled Dice These are stunning speckled dice like the *Elemental Dice*. The colors availabe are: Strawberry, Lemon, Mint, Tangerine, Cinnamon, Icing, Chocolate, Candy Corn, Valentines, Space, Granite, Sand, Volcanic, Sea, Sea Foam, Barracuda, Hurricane, Coral Reef, Forest, *Pluto, Venus, Mercury, Terra, Uranus, Mars*. All have 7 dice, a D4, D6, D8, D10, D12, D20, DTens10s. $11.00 each

ARMDIE-100 **BattleTech Dice (6)** This includes six stunning pearlised dice, six different colors, each with a BattleTech House to Clan design instead of the number six. **$9.00** The dice are also available individually for **$1.80** each. They are House Kurita, House Steiner, House Liao, Clan Ghost Bear, Wolf's Dragoons, and Wolfnet.

ARMDIE-110 **BattleTech Dice (6)** This includes six stunning pearlised dice, six different colors, each with a BattleTech House to Clan design instead of the number six. **$9.00** The dice are also available individually for **$1.80** each. The dice are House Marik, Clan Wolf, Clan Jade Falcon, F-C, Ghost Bears, Steel Viper.

KOP **Small Dice Bag** A cloth dice bag 4" by 5" in size. Several colors. $4.00

KOP **Large Dice Bag** A cloth dice bag 6" x 9" in size. Several colors. $8.00

Wargames Accessories

ARM **Hex Pad**
Pad of 50 pages, each with half inch hexes on one side & quater inch hexes on the other. $3.00

ARM **Blank Counter Sheets**
Has 780 ½" counters, being Red, White or Blue (1 sheet of each) with white backs. $12.00

Miniatures Accessories

FJS31-560 **Sawframe with Fine Blade**
A top quality sawframe witha fine blade, perfect for making fine cuts on metal or plastic miniatures. Sawframe is 130 x 80mm in size. $16.00

ARM0090/12 **Metal Needle Files Set (12)**
A magnificent set of twelve different miniature files for using on miniatures. Each handle is scored to enable a strong grip, and the files include a flat rectangular file, flat pointed file, 2 different round files, triangular file, square file, round files, etc. Fantastic value. $29.95

ARM17018BL **Grip Art Knife with Black Handle**
A heavy duty modelling knife with a long black rubbery handle to aid your grip. This is top quality. $6.00

ARMP-556/5 **Dual Helping Hand with Magnifier**
A great aid to painting miniatures. This is an extra pair of hands. It includes a sturdy, weighted base with two adjustable grips for holding any miniature or part, and an adjustable magnifying glass 65mm in diameter, so that you can paint those tiny details without going blind, while the grips hold the figure motionless. No more shaky hands. $31.95

WEL **Magtags - Adhesive Magnets (100 x 4cm x 2cm)**
Having trouble trying to carry your miniatures around without them bouncing around? Well, here's the best answer possible. Each sheet of MagTags has 100 sticky, flat magnets, which you can peel off and stick underneath your miniatures, whether an element of figures used in DMB and the like, or a single fantasy or sci-fi figure. If the 4cm x 2cm size is not what you need, it cuts easily with a Stanley knife or even a razor blade. Then buy yourself a metal tool box and just place the figures mounted on MagTags in the box, and they stick! (Note, large, heavy figures like metal mechs or monsters which have a small base diameter would not suit this method.) A figure like a Citadel mounted figure may require one and a half magnets. **$8.00**

JED **Thick Figure-Basing Cardboard** We have perfect cardboard for basing your figures on, especially for DBM and non-Citadel figures that do not come with a base. The cardboard is 2mm thick, with a textured black surface on one side, which is perfect if you need to put some form of modelling clay down before you stick on the figures. The cardboard is two feet wide and almost two feet long. (Actually, the cardboard is old Russian Campaign mapboards!) **$3.50**

MILLIPUT

We now have a new source of Milliput - which means that each stick is fresh and soft. Milliput is a versatile putty which adheres to and will seal or bond metals, wood, plastic, glass, brick or cement; it can be sculpted and when it goes rock hard in two to three hours, it can be turned, sawn, drilled, tapped, filed, sandpapered, or painted; it can be used for mould making and can be cast.

Milliput Standard	**$9.00**
Milliput Super Fine	**$14.50**

FIGURE CASES

GMHHP004 Small Figure Case **$60.00**
Similar format to the below, except in a small box, with three layers of foam with 75 smaller compartments.

GMHHP003 Huge Figure Case **$120.00**
The best figure case we have ever seen, with five layers of foam 25mm high, with each layer having the ability to be turned upside down upon another layer, so that you get 50mm high compartments – so things like Hormagaunts actually fit! Each layer has 48 compartments – that's 240 compartments (some compartments are double sized)!

CHX2850	**80 Compartments (2 Pre-cut foam inserts)**	**$45.00**
	Suitable for 25mm humanoid figures.	
CHX2851	**56 Compartments (2 Pre-cut foam inserts)**	**$45.00**
	Can carry 28 mechs, or 56 larger 25mm figures.	
CHX2852	**40 Compartments (1 Pre-Cut foam insert)**	**$45.00**
	Various compartment sizes, for large figures.	

CITADEL ACCESSORIES

CIT839155	LIQUID POLY CEMENT	$6.00
CIT972630	STATIC GRASS GREEN MODELLING FLOCK	$7.50
CIT990948	GRASS GREEN MODELLING FLOCK	$7.50
CIT990931	MODELLING SAND	$7.50
	Fine sand a light buff color - good stuff	
CIT990924	MODELLING GRAVEL	$7.50
	Course ocre/brown color pebbles. Great for small rocks.	
CIT987542	METAL CLIPPERS	$12.00
	Sharp, powerful clippers, perfect for white metal figs.	
CIT987535	CITADEL FINE FILES (2)	$9.00
CIT999003	PIN VICE AND DRILLS	$14.50
CIT420350	TAPE MEASURE	$12.50
CIT420360	MODELLING KNIFE	$9.00
CIT6993306	FLOCKED HILLS (2) Small & Middle sized	$20.00
CIT988624	UNFLOCKED HILLS (4) Kidney Shaped	$20.00
CIT990917	CITADEL FIGURE CASE DOUBLED SIDED	$54.00

CITADEL PLASTIC BASES

CIT991112	20MM SMALL FANTASY BASES	$5.50
CIT991167	25MM LARGE FANTASY BASES	$5.50
CIT991143	40MM MONSTER BASES	$5.50
CIT142487	50MM NEW FANTASY MONSTER BASES (4)	$4.75
CIT991150	CAVALRY BASES	$5.50
CIT991136	FLYING BASES	$4.50
CIT841974	EPIC BASES	$4.75
CIT991129	WARHAMMER 40K ROUND BASES	$4.50

CITADEL DICE

CIT977635	SUSTAINED FIRE DICE	$5.40
CIT137299	WARHAMMER BATTLE DICE	$5.40
CIT991051	WARHAMMER ARTILLERY DICE	$5.40

CITADEL PAINTING GUIDES

GAM971831 CITADEL MINIATURES 1999 ANNUAL $18.00

GAM985753 Collecting & Painting Wargames Armies
56 page full color book by Games Workshop on collecting Warhammer Fantasy or Warhammer 40,000 armies, including a section on how to paint and base them. **$31.50**

CITADEL PAINT

PAINTS

CIT977628	WARHAMMER 40,000 PAINT SET	$31.50
CIT977727	WARHAMMER FANTASY PAINT SET	$31.50
CIT978359	BESTIAL BROWN PRIMER	$9.00
CIT978366	BUBONIC BROWN PRIMER	$9.00
CIT985807	BOLTGUN METAL PRIMER	$11.50

CIT985791	SCAB RED	$3.15
CIT47293	RED GORE	$3.15
CIT47294	BLOOD RED	$3.15
CIT47295	BLAZING ORANGE	$3.15
CIT47296	FIERY ORANGE	$3.15
CIT47297	GOLDEN YELLOW	$3.15
CIT47298	SUNBURST YELLOW	$3.15
CIT47299	BADMOON YELLOW	$3.15
CIT47300	SCORCHED BROWN	$3.15
CIT47301	BESTIAL BROWN	$3.15
CIT47302	SNAKEBITE LEATHER	$3.15
CIT47303	BUBONIC BROWN	$3.15
CIT47304	VOMIT BROWN	$3.15
CIT47305	BLEACHED BONE	$3.15
CIT47306	DARK FLESH	$3.15
CIT47307	VERMIN FUR	$3.15
CIT47308	LEPROUS BROWN	$3.15
CIT47309	DWARF FLESH	$3.15
CIT47310	BRONZED FLESH	$3.15
CIT47311	ELF FLESH	$3.15
CIT47312	PALLID FLESH	$3.15
CIT47313	NAUSEATING BLUE	$3.15
CIT47314	IMPERIAL PURPLE	$3.15
CIT47315	LICHE PURPLE	$3.15
CIT47316	WARLOCK PURPLE	$3.15
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CIT47318	MIDNIGHT BLUE	$3.15
CIT47319	STORM BLUE	$3.15
CIT47320	REGAL BLUE	$3.15
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CIT47324	ICE BLUE	$3.15
CIT47325	HAWK TURQUOISE	$3.15
CIT47326	DARK ANGELS GREEN	$3.15
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CIT47332	CAMO GREEN	$3.15
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CIT47335	VILE GREEN	$3.15
CIT47336	SHADOW GREY	$3.15
CIT47337	SPACE WOLVES GREY	$3.15
CIT47338	GHOSTLY GREY	$3.15
CIT47339	CHAOS BLACK	$3.15
CIT47340	CODEX GREY	$3.15
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CIT47342	SKULL WHITE	$3.15
CIT47366	SMELLY PRIMER	$3.15

METALLICS

CIT47343	MITHRIL SILVER	$4.50
CIT47344	CHAINMAIL	$4.50
CIT47345	BOLTGUN METAL	$4.50
CIT47346	TIN BITZ	$4.50
CIT47347	BEATEN COPPER	$4.50
CIT47348	DWARF BRONZE	$4.50
CIT47349	BRAZEN BRASS	$4.50
CIT47350	BURNISHED GOLD	$4.50
CIT47351	SHINING GOLD	$4.50

WASHES AND GLAZES

CIT47352	RED INK	$3.15
CIT47353	MAGENTA INK	$3.15
CIT47354	ORANGE INK	$3.15
CIT47355	YELLOW INK	$3.15
CIT47356	BROWN INK	$3.15
CIT47357	CHESTNUT INK	$3.15
CIT47358	PURPLE INK	$3.15
CIT47359	BLUE INK	$3.15
CIT47360	SKY BLUE INK	$3.15
CIT47361	GREEN INK	$3.15
CIT47362	DARK GREEN INK	$3.15
CIT47363	BLACK INK	$3.15
CIT47364	FLESH WASH	$3.15
CIT47365	VARNISH	$3.15

CITADEL PAINT BRUSHES

CIT838806	FINE DETAIL BRUSH	$6.75
CIT83881	SMALL DRYBRUSH	$7.50
CIT83882	STANDARD BRUSH	$6.00
CIT838813	DETAIL BRUSH	$7.00
CIT83885	LARGE DRYBRUSH	$7.50
CIT83886	BASECOAT BRUSH	$6.00
CIT838875	PAINT BRUSH SET	$18.00
CIT83888	LARGE BRUSH	$7.50

CITADEL SPRAY PAINTS

CIT0066	SHADOW GREY SPRAY	$10.00
CIT0067	BLOOD ANGELS RED	$10.00
CIT0068	DARK ANGEL GREEN SPRAY	$10.00
CIT0069	ULTRAMARINE BLUE SPRAY	$10.00
CIT0090	BLACK PRIMER SPRAY	$15.50
CIT0091	WHITE PRIMER SPRAY	$15.50
CIT0093	CLEAR VARNISH SPRAY	$15.50

Ral Partha

PAINT SETS

RAL77730	**PARTHA FANTASY PAINTS**	**$25.00**
Silver, gold, black, white, blue, green, red, yellow, brush & figure.		
RAL77740	**AUTUMN COLOURS**	**$18.00**
Autumn gold,khaki,brown,woodbrown,pine green,armor grey.		
RAL77741	**SUMMER COLOURS**	**$18.00**
Flaxen yellow,adobe & dunkel brown,evergreen,armor grey, olive.		
RAL77750	**CHAOS WAR COLOURS**	**$18.00**
Mold,slate,burgundy,metallic blue, green & red.		
RAL77790	**SILKS AND SATINS AD&D**	**$16.00**
Royal blue, lavindar, blue, royal red, white, green.		
RAL77791	**NATURAL COLORS AD&D**	**$16.00**
Werefur brown,yellow,pink,elemental orange,moss green,blue.		

ACCESSORIES

RAL77726	SPRAY CLEAR MATTE SEALER	$9.00
RAL77727	DRAGONSCALE METALLIC CREMES	$19.50
RAL77728	BRUSH KIT	$15.00
RAL77729	SPONGE APPLICATOR BRUSHES	$2.50
RAL77733	CLEAR HANDLED PAINT BRUSH KIT	$29.95
	6 different plastic & metal brushes with sable hair and screw-off caps.	
RAL77734	BLACK HANDLED PAINT BRUSH KIT	$29.95
	6 different plastic & metal brushes with sable hair and screw-off caps.	

INDIVIDUAL POTS 25ml

RAL77701	GOLD METALLIC	$3.00
RAL77702	SILVER METALLIC	$3.00
RAL77703	BRONZE METALLIC	$3.00
RAL77704	STEEL	$3.00
RAL77705	FLESH	$3.00
RAL77706	WHITE	$3.00
RAL77707	GREY	$3.00
RAL77708	BLACK	$3.00
RAL77709	SHAMROCK GREEN	$3.00
RAL77710	FOREST GREEN	$3.00
RAL77711	DUN	$3.00
RAL77712	LEATHER	$3.00
RAL77713	RED BROWN	$3.00
RAL77714	DARK BROWN	$3.00
RAL77715	IVORY	$3.00
RAL77716	YELLOW	$3.00
RAL77717	ORANGE	$3.00
RAL77718	RED	$3.00
RAL77719	SKY BLUE	$3.00
RAL77720	TRUE BLUE	$3.00
RAL77721	DARK BLUE	$3.00
RAL77722	COPPER METALLIC	$3.00
RAL77723	PURPLE	$3.00
RAL77724	KHAKI	$3.00

RAL77901	AGED METAL AD&D	$3.00
RAL77902	FROST GIANT WHITE AD&D PAINT	$3.00
RAL77903	BONE WHITE	$3.00
RAL77904	MIST GLOW WHITE	$3.00
RAL77905	STONE	$3.00
RAL77906	NIGHTMARE BLACK	$3.00
RAL77907	DROW FLESH	$3.00
RAL77908	MINOTAUR FUR	$3.00
RAL77909	HELLHOUND BROWN	$3.00
RAL77910	DAMSEL FLESH	$3.00
RAL77911	WARRIOR FLESH	$3.00
RAL77912	CLERIC BROWN	$3.00
RAL77913	GUTS PINK	$3.00
RAL77914	FIREKIN RED	$3.00
RAL77915	DRAGON SCALE RED	$3.00
RAL77916	DRAGON TONGUE PURPLE	$3.00
RAL77917	MIND FLAYER MAUVE	$3.00
RAL77918	ASTRAL BLUE	$3.00
RAL77919	DRAGON SCALE BLUE	$3.00
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RAL77921	LANTERN LIGHT YELLOW	$3.00
RAL77922	TROLL FLESH GREEN	$3.00
RAL77923	ELVEN GREEN	$3.00
RAL77924	SLIME	$3.00

The All New Ral Partha Paint Range

RAL77801	MEDIUM GREY	$3.00
RAL77802	DARK GREY	$3.00
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RAL77804	OLIVE	$3.00
RAL77805	TAN	$3.00
RAL77806	CAUCASIAN SKIN TONE	$3.00
RAL77807	SUNTAN SKIN TONE	$3.00
RAL77808	AMERICAN INDIAN SKIN TONE	$3.00
RAL77809	ASIAN SKIN TONE	$3.00
RAL77810	EAST INDIAN SKIN TONE	$3.00
RAL77811	AFRICAN SKIN TONE	$3.00
RAL77812	DUNKEL BROWN	$3.00
RAL77813	PINK	$3.00
RAL77814	BLOOD RED	$3.00
RAL77815	VIOLET	$3.00
RAL77816	PLUM	$3.00
RAL77817	LIGHT BLUE	$3.00
RAL77818	FLOURESCENT BLUE	$5.00
RAL77819	FLOURESCENT GREEN	$5.00
RAL77820	FLOURESCENT YELLOW	$5.00
RAL77821	FLOURESCENT RED	$5.00
RAL77822	FLOURESCENT MAGENTA	$5.00
RAL77823	CLEAR BRUSH ON SEALER	$3.00
RAL77824	BLACK BRUSH ON PRIMER	$3.00

Paint Brushes

We've managed to pick up a great range of cheap, beautiful paint brushes, by Francheville. There are two types, pure sable, and the others are high quality white taklon that wash and keep very well. All brushes are a dream to use. I thoroughly recommend getting one of each size, as this will ensure you have a brush for every model job required.

Taklon Paint Brushes

FRA200/10/0	SIZE 10/0 TAKLON PAINT BRUSH	$2.70
FRA200/5/0	SIZE 5/0 TAKLON PAINT BRUSH	$2.70
FRA200/3/0	SIZE 3/0 TAKLON PAINT BRUSH	$2.70
FRA200/2/0	SIZE 2/0 TAKLON PAINT BRUSH	$2.80
FRA200/0	SIZE 0 TAKLON PAINT BRUSH	$2.85
FRA200/001	SIZE 1 TAKLON PAINT BRUSH	$2.95
FRA200/002	SIZE 2 TAKLON PAINT BRUSH	$3.15
FRA200/003	SIZE 3 TAKLON PAINT BRUSH	$3.45
FRA200/004	SIZE 4 TAKLON PAINT BRUSH	$3.75
FRA200/005	SIZE 5 TAKLON PAINT BRUSH	$3.90
FRA200/006	SIZE 6 TAKLON PAINT BRUSH	$4.50
FRA200/008	SIZE 8 TAKLON PAINT BRUSH	$5.70
FRA200/010	SIZE 10 TAKLON PAINT BRUSH	$7.00
FRA200/012	SIZE 12 TAKLON PAINT BRUSH	$8.00

Sable Paint Brushes

FRA424/20/0	SIZE 20/0 SABLE BRUSH	$3.35
FRA424/10/0	SIZE 10/0 SABLE PAINT BRUSH	$3.50
FRA424/3/0	SIZE 3/0 SABLE PAINT BRUSH	$3.50
FRA424/2/0	SIZE 2/0 SABLE PAINT BRUSH	$3.60
FRA424/0	SIZE 0 SABLE PAINT BRUSH	$3.75
FRA424/001	SIZE 1 SABLE PAINT BRUSH	$4.00
FRA424/002	SIZE 2 SABLE PAINT BRUSH	$4.50
FRA424/003	SIZE 3 SABLE PAINT BRUSH	$5.50
FRA424/004	SIZE 4 SABLE PAINT BRUSH	$7.65
FRA424/005	SIZE 5 SABLE PAINT BRUSH	$9.00
FRA424/006	SIZE 6 SABLE PAINT BRUSH	$11.00
FRA424/007	SIZE 7 SABLE PAINT BRUSH	$17.95
FRA424/008	SIZE 8 SABLE PAINT BRUSH	$23.95

Black Wash

One of my secrets to a great paint job. I use Ral Partha acrylic paints to give a basic paint job to all of my 15mm ancient, medieval and even 25mm Warhammer 40,000 figures - without using any shading. Leave the figures at least 6 hours to dry. Then I mix about 1 part Revell Matt Black Enamel to about 20 to 25 parts Revell Matt Varnish Enamel, and then paint the figures thickly with this black wash. The black washes into all the creases and lines to give a beautiful job that looks like I've spent hours painting the figures. For 15mm figures, this black wash completes them. For Warhammer 40,000 figures I then highlight all raised surfaces with lighter colors than I used with the basic paint job.

REVELL2	**MATT VARNISH ENAMEL 14ml**	**$1.95**
REVELL8	**MATT BLACK ENAMEL 14ml**	**$1.95**

Super Glue

CIT83910 Citadel Super Glue 5 gram	$9.00
FLASH Cyanoacrylate Medium Grade Super Glue 14 gram	**$6.00**
FLASH Cyanoacrylate Medium Grade Super Glue 29 gram	**$9.00**

New Product Fax Outs

If you have a fax machine, how would you like us to fax to you each week, all of the new products that have arrived that week. New TSR, Games Workshop, Ral Partha, FASA, computer games - etc!

Please fax or write your name and fax number to:
Peter Stone
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PO Box 164
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